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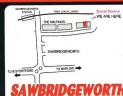
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Meet the Leans

DITORIAL

Er... Meow. Well, it's been a fairly eventful issue this month. You may have noticed a few changes taking place in 64 MAGAZINE. most notably the fact that we've lost around 15 pages! However... DON'T PANIC! Those

pages will be back, alive and well and fresh from a pleasant break in sunny Blackpool in time for issue 44. Quite as to why those pages disappeared... well it's a mystery to be honest, even to us. We called Fox Mulder - told him he smelled - then called Scully, the one with the looks and the brains and even she couldn't help us. To make up for it though you've got the special edition of our sister magazine 64 SOLUTIONS for the one-time special price of... absolutely nothing!

So what else is new you cry? Well, we've got two new regular sections this issue. The first is 'At The Arcades', where we pop out each month to find out what's new and exciting in the world of pay-to-play gaming. The biggest change this issue though is a new addition to the family. Yes, 64 MAGAZINE is proud to announce that from now on the N64's smaller sibling is going to be featuring regularly within these hallowed walls... er, pages. We're talking of course about the Game Boy Color.

Now you might ask why we're covering Game Boy Color, and why now? We're well aware that rival publications have been featuring the hand-held since it first launched, and we didn't. The reason for this was that we didn't feel it was relevant at first. After all, the Game Boy Color was a new Nintendo console, but it didn't really have anything to do with N64 owners, did it? Now though the situation is changing. There are more and more titles hitting the Game Boy Color that started life on the N64. And more importantly, there are more games appearing which include a facility to link the Game Boy Color and N64 versions together. It started with Pokémon Stadium and there are a host of others on the way, including a Game Boy Color version of Perfect Dark! There's just so much cross-format action going on that we felt we couldn't ignore the Game Boy Color any longer!

Luckily 64 MAGAZINE just happens to have a sister publication TOTAL GAME BOY COLOR which has been with the handheld from the start, and the team from there have given us the benefit of their experience to help produce our special GBC section. Flip to

page 51 and let us know what you think. Until next time: have fun - we always do!

Roy Kimber, Editor



Roy has been into videogames since he first got his hands on a 48K Sinclair Spectrum. This noble machine had all the processing-power of your average toaster, and so Roy grew-up with a preference for gameplay over aesthetics (ie: Spectrum graphics were rubbish). Fond of all things action-oriented, Roy likes to masquerade as a tough guy, but secretly likes small fluffy animals - only not in a funny way.

Nicky

When she's not spending her time designing lavish double-page spreads in the best N64 magazine around (that's ours, before you ask) Nicky can be found doodling away at her desk, listening to all sorts of strange Hip Hop. Invariably around deadlinetime Nicky has to get tough and produce her steelcoated bullwhip which she uses to 'explain' to Roy and Mike just exactly why they shouldn't get their copy in late!

Mike

Mike's another long-term gamer, having started on that other great 64, the Commodore. He may look like a diminutive US marine with his short hair and intense expression, but Mike is actually the most easy-going of the 64 MAGAZINE crew. It's a good thing too as he's usually the person who gets dumped on whenever there's a particular tricky guide or solution to write. He's also the master of the Scorezone, so respect his authoritah!

What We've Been Playing This Month...

We don't spend all our time working hard playing games, oh no! No, we also spend a lot of time playing games for fun tool we've been hammering away on just recently...







Nick

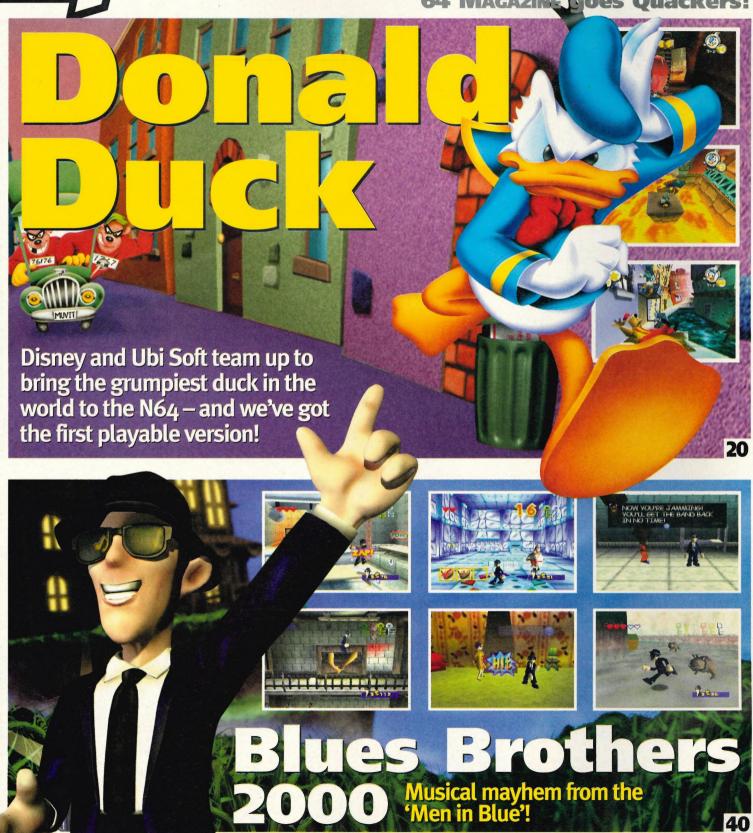
Managing Editor Nick divides his limited time between lending a hand on 64 MAG and offering advice to the teams of the other twenty-odd publications that he rules with an iron fist (the result of an unfortunate nose-picking incident - he doesn't like to talk about it). Nick's been in the gaming industry the longest, having started as a reviewer at the age of about three and a half (or so he would have us believe).

Somehow despite all the executive stress, he still manages to keep smiling!

Turn to page 74 to subscribe!







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You can contact 64 MAGAZINE at: 64 MAGAZINE, Paragon House, St Peter's Road, Bournemouth, BH1 2JS or email us: 64mag@paragon.co.uk or via our Web site at www.totalgames.net.

Rumble In the Jungle!





It's journalists Vs developers as we find out who's the best at real-life first-person shoot-'em-ups!



Darkness over London

To mark the release of Perfect Dark, Nintendo organised a lavish launch party. 64 MAGAZINE was there!



Indy Racing 2000

Pretty much the fastest racing game ever to reach the N64... but is it any good?

Scoolby Doo: Classic Greep Capers



The cowardly cartoon dog with a penchant for catching ghosts prepares for a spooky outing on the N64!

The World is Not Enough





As if *Perfect Dark* weren't enough, Bond is back in another N64 adventure, this time from Electronic Arts...



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Use our coloured section headings to find the pages you want. Fast!

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At The Arcades!

Not Nintendo!

Special Offers

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Next Issue

Subscriptions .

here's been a shake up in America and a load of release dates have been shuffled around. Conker's Bad Fur Day has been put back to next vear, Eternal Darkness has been postponed indefinitely and Banjo Tooie has been confirmed for 20 November. Most amusing of all though The Legend Of Zelda: Majora's Mask has been brought forward in the US to 26 October. Spookily this is exactly the same day the

PlayStation2 is released both in the US and over here! The question is: can Link fend off the new Sony machine?



n a move to expand its internal development teams, Infogrames has recently acquired Texas based developer Paradigm. Pilotwings and Beetle Adventure Racing are just two of the titles Paradigm has developed for the N64 in the past. Like most developers

have had Dolphin emulation software for a while now. Needless to say you can expect to see a lot of next-generation titles being added to the Infogrames library



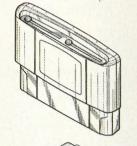


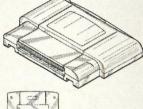
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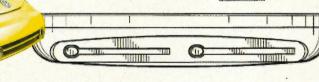
intendo has recently registered what could be a new N64 cartridge with the US Patents office and it all looks a little bizarre! The bottom of the cartridge appears to be the standard plug-in for the N64 but the top has two very strange looking slots with buttons next to them. Quite what this cart is going to be used for is a mystery!

It could fit between the console and another cart to allow developers to link two games together (Like Banjo-Kazooie and Banjo-Tooie for example). Or it could be a link-up device allowing Game Boy games to be played on the N64. Both of these are unlikely however given the size and the number of slots on the top! Who knows, it could even be as strange as an MP3 player for the N64, a developer kit add-on or even something for the Dolphin - only time will tell.









The End Of An Era



stay on until Christmas 2001 to ensure the successful launch of the Dolphin

and Game Boy Advance. This means that the two machines will be out before the end of next year, but we could still be in for a long wait.

You never know, he could even 'delay' his retirement again if the consoles don't arrive on time! The

longest running games companies in the world has not yet been named.

peripherals rumours · hot

Screeches To A Halt

or some unknown reason Namco has decided not to release Ridge Racer 64 in Japan! This superb arcade racer has sold well both here and in America but is still being held back in Japan. Perhaps there isn't any call for decent racing games over there!



Magazine Issue 43 2000

though

Paradigm

from Paradigm.

Pokémon Out Of Control!

orget sliced bread or the Hula Hoop, Pokémon is a craze which has taken the world by storm. To confirm this the sales for Pokémon games in the first five months of this year has increased by over 200 percent compared to the same time last year! Amazingly Nintendo expects sales of Pokémon games and merchandising to hit \$3 billion in the by the end of this year - in the US alone!

















f you're still thinking about buying Tony Hawk's Skateboarding you could be in for a disappointment. Most stores have now sold out of the game and there are no more copies in stock at Activision! A spokesman for Activision confirmed there are no plans at present to produce more units of the top skateboarding title, so if you want one you'd better hop on your board and trawl software stores for the last few copies while you still can.



The latest news and rumours about **Nintendo's next**generation console...

he hottest news this month is that the Dolphin could use Fluorescent Multilayer Discs as its storage medium. These would be the same size as a Mini-Disc but would hold more than a DVD possibly up to 20 gigabytes! Other big news is that the controllers have been finished and Nintendo boss Yamauchi has confirmed that the console will in fact

There's also some good news on the games front as Miyamoto has announced that the Dolphin will be breaking the game genre mould. An, as yet, untitled innovation has

be Internet compatible! been called a 'communication game' by Miyamoto. You can also expect to see a few new Nintendo characters on the Dolphin - along with the old favourites of course. One classic character is at least a lot closer than everyone thought because the release schedule for Zelda on Dolphin has been halved!

The game which was previously thought to take four years to develop will now be ready in two!

Dolphin news has been flooding in this month but on 25 August at Space World the dam should break and all will be revealed! Check out 64 MAGAZINE next month for the latest news from Tokyo.













AND REVIEWS!



SIX BILLION PLAYERS – ONE M

Dreamcast Magazine is available from all good newsagents, please ask for your copy now

hen you want to find out what games you're going to be able to play on your N64 in the future, then this is the only place worth looking! This comprehensive list shows you all of the upcoming N64 games that we know about, along with their expected release dates (where known). The Gamewatch section is also updated every month so you can be sure of getting the most up-to-date information when you check in here!

To make it easier for you to find out that all-important date for whatever Nintendo blockbuster you happen to be waiting for, all of the UK N64 releases are highlighted in yellow to stop you getting too excited when you spot some fabulous awe-inspiring title which looks likes it's about to be released next month, only to find that you're actually looking at the Japanese release!

 Release dates are subject to change without notice. That's unfortunately the software companies for you: always a-choppin' and a-changin'. So don't blame us if your favourite game turns up six months late! (And let's face it, sometimes it can even be longer than that... Perfect Dark anyone?)

KNOWN RELEASE DATES AUGUST-SEPTEMBER 2000

Blues Brothers 2000	UK	September
Duck Dodgers	UK	September
F1 Racing Championship	UK	September
Hercules: Legendary Journeys	UK	September
ISS Millennium	UK	September
Kirby 64: The Crystal Shards	UK	September
Pokémon Snap	UK	September
Turok 3: Shadow Of Oblivion	UK	September

OCTOBER ONWARDS

Banjo-Tooie	UK	November
Conker's Bad Fur Day	UK	December
Cruis'n Exotica	UK	October
Dinosaur Planet	UK	December
Donald Duck	UK	December
Eternal Darkness	UK	November
Excitebike 64	UK	October
Mario Party 2	UK	October
Mario Tennis	UK	December
Mickey's Speedway	UK	November
Paper Mario	UK	October
Pokémon Puzzle League	UK	December
Ready 2 Rumble 2	UK	November
Riga	UK	December
Rush 2049	UK	October
Starcraft 64	UK	October
Super Mario RPG	UK	October
Zelda: Majora's Mask	UK	November

TO BE CONFIRMED

1080 Snowboarding 2	Jap	2000
3Sixty	US	2000
4x4 Mud Monsters	US	2000
Aidyn Chronicles: The First Mage	US	2000

All Star Baseball 2001	US
Alone In The Dark 4	UK
Animaniacs Ten Pin Alley	US
Army Men: Air Combat	UK
Army Men: Sarge's Heroes 2	US
Bassmasters 2000	UK
Batman Beyond	UK
Bomberman 2	Jap
Caesars Palace	US
Catroots	US
Cenzo's Carnival Adventure	US
Derby Stallion 64	Jap
DethKarz	UK
Earthbound	UK
Extreme Sports 64	UK
FIA Formula 1	UK
Fighters Destiny 2	UK
Fire Emblem 64	Jap
Ghouls & Ghosts	Jap
Greatest Arcade Hits	US
Harvest Moon	UK
Hey You! Pikachu!	US
Indiana Jones: Infernal Machine	UK
Indy League Racing 2000	US
Jeff Gordon XS Racing	ÜS
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Jungle Emperor Leo	Jap
Kobe Bryant NBA Courtside 2	UK

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Speed	US
Spider Man	UK
Spooky	US
Spy Hunter	US
Star Wars: Battle For Naboo	UK
Sydney Olympics 2000	US
Tetris Attack	UK
Thornado	US
Tom and Jerry	US
Top Gun	US
Velocity	US
Wild Waters	UK
The World Is Not Enough	UK
WWF No Mercy	US
WWF Smackdown	UK

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Polaris Snocross

Puma Street Soccer

Power Rangers

Rally Masters

Rev Limit

Robocop

Rollerball

Ronaldo Soccer

Rugrats In Paris

Shadow Man 2

Sim City 2000

Scooby Doo:

Roswell Conspiracies

Resident Evil Zero

Ogre Battle 64: Lordly Caliber

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Resident Evil Zero







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VIP PASS TO THE DISNEY CHANNEL DS AWARDS FINAL SHOW

ow would you like the chance to hang out with the stars? The Disney Channel Kids Awards Final on the September 23 is guaranteed to be the ultimate celebrity destination. Taking place at the London Arena in

DISNEY Channel Kids Awards © Disney

Docklands it'll be televised on the Disney Channel on 24 September 2000. And 64 MAGAZINE is offering you the once-in-a-lifetime opportunity to go back-stage and meet the stars!

Forget stuffy old 'traditional' awards, the Disney Channel Kids Awards - in association with McDonalds gives kids the opportunity to have their say, It's 'Your Choice, Your Voice' and the Disney Channel Kids Awards want to hear what you're really into, from pop through sport to videogames. This year's official spokespeople, S-Club 7, Westlife and Michael Owen, want you to make yourself heard by filling out the voting forms available through McDonald's, the Disney Channel, Disney Stores and the Disney Channel Website

(www.disney.co.uk/disneychannel). The Disney Channel Kids Awards extravaganza. Last year 64 MAGAZINE went along and had a great time at the event which was fronted by top

popsters Steps and Stephen Gately. This year the Awards go from strength to strength, the line-up is set to be even bigger and you can win the chance to go behind the scenes for some real VIP treatment alongside all your fave pop, sport and TV personalities including the top journos from 64 MAGAZINE - by answering the following simple question:

How many band members make up S-Club-7?

Send your entries to the usual address marked "Disney Awards Compo", enclosing your name, address and a daytime phone number. Entries should arrive no later than 7 September 2000. If you're not lucky enough to win, you can buy tickets to this top pop event by calling 0870 1200 140 (Calls charged at 10p per minute, ask the permission of the person paying the bill before making a





You can win a £50 voucher to spend at your local GAME shop! All you have to do is predict the top three games in next issue's chart and send your predictions to Chart Compo 42, 64 Magazine, Paragon House, St Peters Road, Bournemouth BH1 2JS!



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Beatle Mania!

Dear 64 MAGAZINE,

"Help! I need somebody! Help! Not just anybody, but you'll do!" Here's the picture: I reserve my copy of Perfect Dark at my local Game store, I'm at boarding school but my Mum went there today, 30 June, the release date for

Perfect Dark, and did NOT buy the precious package. This is because on the back of the pack, there were some

recommended suitability' ratings by ELSPA - which is a company wetter than wet crepe paper - which certified that PD shouldn't be used by people under 18! The horror! She didn't buy it! Controversy! Oh no! The terrible 'gore'!

Please, please publish this and tell my mum to stop fooling around! It just goes to show about these

politicians who appeal to wet people like all these mothers saying, "It's too violent - let's ban it" for the sake of votes.

Edward Plant, Burnham

We've had a few letters like this one now and it's obviously a bit of a problem for a lot of you. To be fair, this isn't really one of those

occasions when politicians have tried to ban something for the sake of votes -ELSPA are unconnected to any political organisation as far as we know however we do join you in condemning an individual or organisation that tries

to use apparently 'dangerous content' in videogames for a bit of cheap publicity. Anyway Edward... or rather. Edward's mum: ves, Perfect Dark is quite violent, but no more violent than your average 15 certificate video. If you think Edward is a balanced, emotionally-

PRIZE WINNER

A Recent Convert

Dear 64 MAGAZINE,

I have owned a PlayStation for four years and only recently bought an N64 (blame Pokémon Stadium). Last month yours was the first N64 magazine I'd bought and I was surprised by the letters page... It appears that a lot of N64 owners seem to feel that their machine is now an underdog about to die a death - hogwash. I know Nintendo are also in the race to build the best 128-bit machine, but you must remember that they are the only company to build a 64-bit one (the Jaguar doesn't count, it had two 32-bit chips). This must mean it has more life ahead of it than a mere 32-bit machine (my Amiga 1200 was 32-bit, so was the CD32 - look how long they've been commercially dead!).

The PlayStation is only now being used to its full potential games-wise, and this is five vears after its launch. If you were to lay the N64's lifeline onto that scenario it would show that the N64 still has a lot of life ahead of it, with games that will make the ones launched now look primitive by comparison! GoldenEye was one of the early Nintendo games and that is way ahead of any thirdperson shoot-'em-ups on the PlayStation, not to mention Perfect Dark. Don't get me wrong here, I still think the PlayStation is a good piece of kit, I just don't like to see people underrating their superior N64s.

PS: Many years ago I used to buy the best 64 magazine ever created, ZZap 64! for the Commodore 64. I notice that in your review scoring system, you use the 64 Sizzler and the 64 Gold Medal awards for

top quality games. These logos are exactly the same a the ones they used to use in ZZap, is it a coincidence or are you affiliated in some way? Matty, email.

See now, we've been saying this all along Matty. The N64 still has absolutely loads of life left in it and judging by some of the games that we've seen which are still in development - the best is yet to come! Well... aside from Perfect Dark of course, that's already here - but the rest of the best is still to come certainly. The N64 should keep going well into the launch of the Dolphin (which is looking absolutely fantastic by the way). As for our logos, as we've mentioned in the past, our Art Director Mark Kendrick used to work for ZZap 64! way back in the 'old days' of gaming and when he designed the original templates for 64 MAGAZINE he... erm, 'appropriated' the ZZap awards! Oh... by the

way, if you'd like your Star Letter prize you need to send us your full name and

address!

stable young lad who isn't going to be warped by shooting bad-guys in a videogame then at least give some thought to purchasing *Perfect Dark* because it quite simply is the best game on the N64 – ever. On the flip side of this though (sorry about this Edward) if you think Edward is anything like the person who wrote our next letter then you should probably ban him from playing *Perfect Dark* forever and keep him away from sharp objects too!

Scary, Very Scary...

Dear 64 MAGAZINE,

I found your review on *Perfect Dark* very disturbing indeed. How could you possibly tell the public that this game has a rating of 98% and is better than *GoldenEye*? I recently purchased *Perfect Dark* after months of excitement, only to discover that this game is very disappointing.

Perfect Dark is a very average game, and it is not anywhere as good as GoldenEye. What made GoldenEye so special was the killing effect and the way that it makes you feel after you pump the enemies' guts full of lead. Perfect Dark just hasn't got these qualities and although the graphics are good, the quality of the game is a huge disappointment. After I completed a few levels, I couldn't begin to believe this game was poor so I carried on

playing for hours to try and discover the quality in this game, but there is hardly none at all. The 'see in the dark' glasses for example are pathetic and the ridiculous little scream the enemy makes after being shot is a disgrace. I had no option but to take *Perfect Dark* straight back to the retailer and demand a refund. I am a big fan of

the N64 because of the likes of Mario 64, ISS '98, Zelda, Diddy Kong Racing and GoldenEye, but sadly, there aren't many more games worth buying. I sadly believe that the N64 is dying and Perfect Dark is going to contribute to the death of this great console. Nintendo have to do something special to keep the N64 alive and I have a perfect plan: Street Fighter 64! Rikki Fullarton, London

You sure you're not the games reviewer on *The Scotsman*? Seriously though Rikki – we found your *letter* very disturbing indeed!

Overlooking for a moment the fact that you don't like *Perfect Dark* (sorry – while we are perfectly prepared to accept other

people's points of view on most things, on this subject: you're wrong) let's just take a look at what you've said. "What made GoldenEye so special was the killing effect and the way that it makes you feel after you pump the enemies' guts full of lead." Right, right. Okay. Um... you don't think this is a little strange? No offence

Rikki, but it's probably a good thing that you took *Perfect Dark* back to the shop if you're having thoughts like these. In fact, you should probably stop playing *GoldenEye* too. Try some nice, non-violent games like *Yoshi's Story* or *Wetrix*.

Pokémon Panned

Dear 64 MAGAZINE,

There is one thing which really bugs me:
Pokémon. Here are all of the videogames of it I
can think of: Pokémon Green, Pokémon
Blue, Pokémon Red, Pokémon Yellow,
Pokémon Silver,
Pokémon Gold

Pokémon Gold. Pokémon Trading Card Game, Pokémon Pinball, Pokémon Stadium, Pokémon Snap and Hey you, Pikachu! And that's only the videogames I can think of! When you include the Monopoly, Trading Cards etc, how big does it get? One of my hobbies is Pokémon card destroying, and I have even created a website with images of them (http://PokémonDeathRow.CJB.net). The thing is that Nintendo milked it to the extreme! I mean, Pokémon Monopoly! I think that Pokémon should be made illegal in all countries and all of the products should be destroyed. Bits of card with printing on have

become much too popular (and expensive). They are basically double-sided cornflakes packets, but smaller and more expensive.

So... you don't like Pokémon very much then?

David Wickham, Bath





Sony's Number One Fan

Dear 64 MAGAZINE,

Y'know, I've just realised something (the irony is so deep I'm making footprints in it): this PlayStation thingy's fantastic! It uses CDs, so it's easily copiable, pirates can make loads of money, and Sony lose out! It's got some really sooper (mad American accent type #4) controllers, especially with those cross pad things which make it near-to-impossible to control anything smoothly. It's got graphics which have been bettered by Franklin's pocket translator. Two players can play, unless, in an idea craftily copied from some funny Japanese company, someone forks out for another TV, or two more controllers and some add-on! Fantastic! When you turn it on it's time to go down to the bar for a pint as with the sharp edge of modern technology, it takes at least five minutes to get

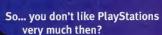
of modern technology, it ta at least five minutes to get started. Here's the best bit: The games are all crap! But there's HUNDREDS of crap games! And because of this, they're

of this, they're cheap! And there's this fantastic thing called *Tomb* Raider: You go around these boring repetitive

puzzles in some cave or something, and there's

a few cats and things you've got
to shoot with your handheld artillery battery
per level. However, this isn't the point!
There's a sexy chick in it! With breasts that
look like they've been made out of bricks!
Fantastic! Let's all go and buy a PlayStation
right now!

Edward Plant, Burnham











U TITLE S

Link's Coming... Where's Samus?

Dear 64 MAGAZINE,

I was very pleased to hear about the new Zelda game coming out soon, although the time limit sounds difficult to master. I would like to know if Nintendo intend to release a new Super Metroid game for the Nintendo 64. I thought that Super Metroid for the SNES was fantastic. Suitable changes for a further Super Metroid game for the N64 would be a dramatic theme tune and a changeable view. PS: I really like your magazine, it's class. Philip Banham, Ipswich

Cheers Philip, we like it too! Anyway, you're not the only one who'd like to see Samus starring in a game on the N64 - there are several Super Metroid fans in the 64 MAGAZINE offices however, the bad news is that it doesn't look like it's likely to happen. Although a Super Metroid game was rumoured a while back (and we're talking a long while back) there's nothing at all on Nintendo's release schedule even as a possibility. The good news though is that there's a decent chance that a follow-up to Super Metroid may well be planned for the Dolphin, although as yet that's still just





Not Perfect?

Dear 64 MAGAZINE,

First up, I am a fan of Perfect Dark. I just thought I'd say that to prevent the torrents of abuse that would immediately wash me away. should I dare to dislike Rare's undoubted classic. I just thought I'd throw someone else's

hat into the ring, namely the games reviewer of The Scotsman. Now, this particular paper is, generally, of a very high quality. However, the games reviews that appear from time to time are, at best, an afterthought. They usually arrive too little, too late. I suspect that the column is largely unsupported by the industry as a whole,

and that the resident reviewer must actually stump up the cash for the games himself.

In the case of the review of Perfect Dark, I can only assume the reviewer played a borrowed copy. It is also fairly certain that he only played the - admittedly light, introductory in nature - first levels. And in Agent mode, I think. Let me quote the criticisms:

"Why, then, does it leave me so cold? Well, this time round the designers, Rare, seem to follow the pack rather than lead it. Add to this surprisingly fuzzy graphics and a relatively arthritic hero (she can neither run.

crouch nor jump) and you have a game of huge variety and ambition that lacks that special magic. For me, a little disappointing, but thousands will doubtlessly disagree."

Yup, you've got one here! While I agree that the game didn't immediately leap out and grab me (the opening levels in the dataDyne building were a little slow), Perfect Dark took less than a full day to grow on me. It certainly deserves the high praise that the vast majority of independent industry pundits have given it.

Iain Lowson, email

Having read the article you sent us lain, we reckon that the reviewer in question is being a little unfair to the game and as you point out, some of his comments are downright

inaccurate! As for whether it's down to having to fork out the cash for the game himself - that's probably a little unfair and anyway, even if for some reason he didn't get the game from Nintendo, he could probably claim the money back on his paper's expenses! It does appear though

from what's been written that he can't have really played through much more than the first few levels of the game - but then to be honest if he works for a newspaper he's probably got lots of other stuff to be doing in addition to game reviews so perhaps he hasn't the time. Basically if you want

> publication that's dedicated to them - after all, we don't try and give you our opinion on the latest political scandal or budget crisis, do we? Of course, if the Editor of The Scotsman would like

the real low-down on

a game then read a

his paper's game reviews to be written by journalists who, live, eat and sleep videogames then maybe he can give us a call?



By Post: When I'm 64 64 MAGAZINE Paragon Publishing Paragon House St Peters Road

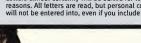
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Bond's successor fails to sparkle



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Scooby Doo:
Classic Creep Capers
Greep Battle
WWF No Mercy
Pokémon Puzzle League

See the games of tomorrow today!



Scooldy Classic Creek

Zoinks... it's Rooby Roo!



SCOOBY DOO

Publisher: THQ
Developer: Terra Glyph
UK Release: November

orget Buffy the Vampire Slayer, these guys have been hunting ghosts, killing goblins and solving mysteries since time began! Okay, so that may be a bit of an exaggeration but Scooby Doo and the Mystery Gang are probably going to be one of the most deserving groups of cartoon heroes to ever get burned onto an N64 cart. Think about it: you've got the twisting stories, the mystery, the traps and the humour - what more do you need from a computer game? (Gameplay perhaps? - Roy) One thing's for sure: Scooby Doo: Classic Creep Capers is going to bring a lot of smiles to a lot of faces!

Classic Creep Capers is based on the original Scooby Doo series and so basically that means there's absolutely no Scrappy Doo in sight! You wouldn't believe how happy some of the 64 MAGAZINE team were when they found out that THQ was keeping it real for the fans! Scrappy (Scooby's little rat friend/terrier nephew/deformed gerbil) is not fondly loved by hard-core Scooby







Doos

▼ They could be running away from the Black Knight but it's more likely they've been scared by the Pink Panther painting!



addicts and this game is certainly catering to the cult fan base – hence the fact that much of it is based on actual episodes from the original series!

In Classic Creep Capers you're able to relive three classic Scooby episodes: What A Night For A Knight, That's Snow Ghost and A Tiki Scare Is No Fair. Thus giving you the opportunity to lead the Scooby gang against several of the series' most dastardly villains. Can you

remember how the gang caught the Witch Doctor or the Black Knight? If you can then it doesn't matter because the game also includes one brand new never-before-seen episode and an allnew villain.

You get to control Scooby and the entire gang through a variety of game modes. Gameplay includes searching for clues, solving puzzles, setting traps and of course eating Scooby snacks! Each episode has more than a dozen different environments which are all in keeping with the theme of the original Scooby Doo series. It's just like controlling your very own cartoon from the comfort of your armchair!

Of course this wouldn't be a *Scooby* game without the familiar main characters and *Classic Creep Capers* not only has them all looking as cool as they did in the cartoon but they sound pretty darn groovy too! To help add to the feel of the game all the character voices have been done by the actual

actors and actresses from the original series – no boring subtitles here! Add to this the authentic music and sound effects from the cartoon and you've got the ultimate Scooby experience. 64 MAGAZINE will unmask more on Classic Creep Capers as soon as we've finished our Scooby snacks.



▲Scooby may be a cute cartoon character by day but like all dogs he loves nothing more than to chase after cars!



▼ Would you trust these guys to solve your mysteries? They all look far too relaxed and definitely a little too smug for our liking!



▼ As the lights go up in the museum, Shaggy suddenly begins to feel a little less brave than he was a few minutes ago!





54 Magazine Issue

Ogre Battle 64: erson of lordly Calibre

Let battle commence...

he translation is still in progress from the original Japanese text to English but Oare Battle 64: Person Of Lordly Calibre is looking better and better every day. Following on in the same style as its SNES predecessors, Ogre Battle is a bizarre hybrid of RPG and war simulation. The story for this game follows the plight of the Zeteginia continent at the hands of the evil Lodis Empire. You play the unfortunate young officer Magnus Gallant who is leading a revolution and thus is stuck in the middle of it all!

It's your job to command a huge army and determine the course of history for your land and its people. In each game you can control up to 94 characters and 200 soldiers at any one time!

Unfortunately you cannot fight with them all on the same screen at the same time but then the RPG element of the game would become far too complicated if you could. Instead

down into small units comprised of five different characters.

The real strategy comes when you realise that units can be linked together and that there are hundreds of combinations. There are over 30 different male, female and monster classes available and all of these can be equipped with pretty much any weapon that takes your fancy. Keep the same team and they learn to work togther!

Another interesting twist on the strategy element comes with the prebattle set up. Each of your five characters can be placed anywhere on a 3x3 square for the fight and you can of course slap them anywhere but that



Publisher: Atlus Developer: Quest **UK Release:**



oughout the course of a battle you can tell all of your soldiers to focus their attacks on one particular person if you like.













isn't always best. You see certain characters when put next to each other actually join forces in a battle. A combined magical attack from three wizards is going to do a lot more damage than three separate attacks! With up to 29 different units on the go at a time things can get a little hectic but then that's half the fun of it!

Thankfully navigation is made easy with the help of a simple top-down map screen, all you have to do is click on a unit and tell it where to go. It's only when battles occur that the game switches view. Battles all take place in real-time so any mistakes are going to be costly! This game is going to be a lot of fun to play and with over 43 scenarios Ogre Battle 64 is guaranteed to keep you coming back for more.



▲ Battles aren't just restricted to the outdoors – you get to fight to the death inside buildings as well, like this church for example.



▲ Finding your way around the world and keeping track of your units couldn't be easier with this map screen.

Ala-Kaboom!









DVD Review is available from all good newsagents, please ask for your copy now



Smell what the N64 is cooking!

t's been quite a while since a WWF game has made an appearance on the N64. Well all you wrestling fans can finally relax because WWF No Mercy is on the way! And as if this wasn't enough it's being brought to you by exactly the same team that gave birth to Wrestlemania 2000. A game we liked so much that when it came out we awarded it 93%!

A lot's changed since Wrestlemania and No Mercy gives you all the sweat and muscle you could ever possibly need. This game features improved graphics, new venues, new animations and around 80 wrestlers to play with! To keep the fans happy the line-up even includes all-new wrestlers such as Rikishi and the Dudley Boyz.

It's not only the cosmetic side of things that have been updated either, as No Mercy also has some new modes, like the comical ladder match. The idea

▼ It never ceases to amaze us just how many bizarre positions these professional wrestlers can get themselves into! of this is simple enough, all you have to do is get a ladder, set it up in the centre of the ring and collect the prize suspended above. It may not sound like much but it's great fun when you realise the ladder can be used as a weapon to clobber your opponents with!

The most interesting thing about

this game is that, with the use of the Transfer Pak, it's compatible with the Game Boy Color version. Do well in the Game Boy game and you are rewarded with goodies and wrestler upgrades which can be transferred to the N64 game. Can Wrestlemania be beaten? Get your lycra ready and keep an eye on 64 MAGAZINE for the answer.



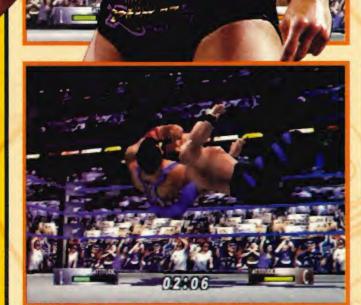
WWF NO MERCY

Publisher: THQ
Developer: Aki Corperation
UK Release: December



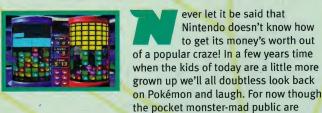
▲ You just know that this is going to hurt those of a nervous or faint disposition should look away now!

4 Magazine Issue 43 2000



Pokemon Puzzle League

Flogging a dead Pikachu?



hungry for more and that is just what they're going to get!

Pokémon Puzzle League is a

Tetris style puzzler with the added innovation that you can play the games in either 2D or 3D. The idea is simple: match any three coloured blocks to make them disappear. However, like all puzzle games, the skill comes with tactics. Once you get



▲ The classic one-player 2D marathon game – in this mode you even get all your favourite characters cheering you on!

used to the game, multiple block combos should come thick and fast!

The main idea of the one-player game is to defeat all 16 trainers but there are six gameplay modes to add variety.

These are Stadium, Puzzle University,

Mimic Mansion, Pokémon Spa, Time Zone and Marathon. You can also play head-to-head with a mate in two-player. It's always great fun to scupper a human opponent's chances by filling their screen with blocks!

Puzzle games are always good for a laugh, all that's left to do now is to wait and see where the cute yet annoying creatures go next. Perhaps we'll have a

Pokémon sports game or maybe even Pokémon racing! Whatever it is, you can always rely on 64 Magazine to bring you all the latest Pokémon news.

Magazine Issue 43 20





POKÉMON PUZZLE LEAGUE

Publisher:NintendoDeveloper:NintendoRelease Date:November



▲ One of the best things about the multiplayer game is being able to bombard your opponent — shame it's not four-player!



▲ The 3D mode in *Pokémon Puzzle League* is a little more confusing and a lot more hectic than the 2D one but ultimately more fun to play.



FERTURE



18

Super Donald!

Collect one of the power-ups littered around the levels and Donald explodes into a rage of fury lashing out at all that lies in his path! This is great for getting past some of the tougher enemies.

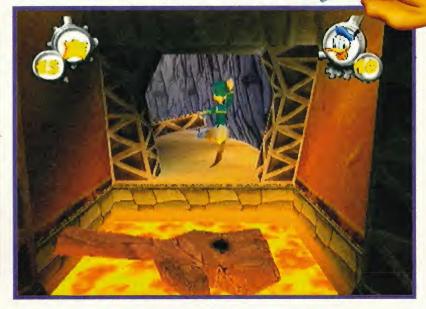


■ Whatever you do don't look down! It's a long way to the bottom and there's a nasty lava flow waiting











▲ Do you get the feeling Donald didn't appreciate you missing this jump? That's one unhappy duck with a burnt tail!

elements (such as the lighting) aren't quite finished yet. *Rayman 2* was well known for its polished graphics and this game should shine up a treat.

Like Rayman 2 this game features a mix of perspectives all set on a 3D landscape. At times you're running into the screen while at others the view switches to a more classic sidewaysscrolling view. There are even a few levels where you find yourself running out of the screen to evade a nasty enemy – if you've played the stampede levels in Tarzan then you get the idea. Generally though the path you take is a fairly linear one so it never gets too complicated – the emphasis is on skill rather than explorational ability. By not being a completely free-roaming



▲ Blimey that's a snake and a half! This guy wouldn't even have to chew to swallow you down – running away would be a good idea!

adventure the game is also suited extremely well to its target audience – kids! That doesn't mean to say there's nothing here for the adults because let's face it who ever grows out of watching cartoons? To ensure the younger players don't get too easily frustrated the



Once Upon A Time...

If you're not sure on the story a short cut-scene at the start of the game fills you in on all the details and introduces you to all the main players.



Reporter Daisy Duck has found her way into the foreign kingdom of Merlock and has found a strange device...



...meanwhile back in the lab Daisy's number one fans Gladstone and Donald Duck are admiring the broadcast...



...until that is, the beautiful Daisy is abducted by the evil wizard Merlock and the transmission goes dead...



...being the perfect gentlemen they are Donald and Gladstone spend the next few minutes arguing over who should save her!



64 Magazine Issue 43 2000







A You don't have to punch the enemy to kill them, in traditional platform style you can jump on their heads!

controls for Donald Duck couldn't be simpler. One button jumps, another button attacks and the control stick moves you around the screen! At no point in this game do you need to pull off bizarre combos to finish a level. In fact the closest the controls come to being difficult is with the double jump

> move which basically consists of pressing jump whilst in the air! Keeping very much to a platform theme rather than an adventure one the actual gameplay promises to be as uncomplicated as the controls. In Donald Duck you have 24 levels split between five different

themed worlds. Finish each level in a world to open a boss stage and finish that stage to complete the world. Of course this isn't all there is to it though, because to keep the more mature gamers happy there are lots of other tasks which can be completed. To start with you need to complete each level to get a piece of the warp pad that opens up access the boss level. Once that's done you can get to tackle each stage in a time attack mode and then there's the additional task of finding all of Donald's nephews' toys. The more tasks you finish in this game, the more secrets you open!

It's when you try to collect all of the nephews' toys that the real puzzle

element gets brought out in this game. Before you can actually collect the toys you need to find a spell book - touch the book and a clock ticks down giving you a short period of time in which to find the toy. This sounds simple but try finding both the book and the toy while negotiating a series of tricky platform jumps within a tight time limit! It's this part of the game that should keep the older Donald fans coming back for more.

If you're an avid follower of the duck you'll be pleased to hear that this game also includes all the other characters from the world of Donald Duck. You've got Daisy Duck, the nephews Huey, Louie and Dewey plus the professor and Donald's cousin Gladstone. All of whom try to help you out a little along the way - aside from Gladstone that is, who would like nothing more than to see you fail in rescuing Daisy so that he can steal all the limelight!

▼ It's moments like this when you could just sit back and enjoy the view... if there wasn't a duck in distress waiting to be saved that is!





▲ Timing is everything if you want to get past these lasers, mess up and Donald gets sliced and diced!

What The Duck?

If you mess up too many times on one level Donald gets a little bit miffed at your playing abilities to say the least! More often than not he turns around to the camera, starts shouting and throws his hat down on the floor! You have been











FEATURE MAGAZINE





▲ The three nephews are on-hand throughout the game to give you some helpful hints and tips on what to do.







any of the hidden toys you need to hit the magic books to release them from their spell.





▲ When you do a double jump Donald pulls up his legs and tips his hat obviously some sort of aerodynamic thing!





Bears All!

Each of the worlds in Donald Duck includes a 'chase level' where you are running into the screen away from a suitably large hazard. This includes an Indiana Jones-style boulder in a temple, a disembodied hand in a haunted house and a huge duck-eating bear! These levels require razor sharp reflexes to escape.



It's all very well trying to collect all the stars and bonuses along the way but if you pause for too long you're gonna get dipped in honey!



These huge bear traps are scattered along your path on this level, it's just a shame the bear never seems to walk



Get caught out and the bear knocks Donald flying towards the camera, splattering him on the screen!



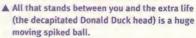












Donald Duck is going to feature voices for all of the characters, something which isn't yet in this early version - instead some strange Canadian accent does all the dialogue! The gibberish that Rayman spoke hardly tested the limits of the N64 but for this game you get some seriously authentic Duck noises that become especially amusing when the feathered bird starts having a tantrum if you make a mistake! This isn't just for laughs though because the level of Donald's annoyance actually influences the gameplay. After you get hurt Donald's attack abilities change from simple punching to lashing out in all directions! If he gets injured too badly he turns into the classic cartoon cloud of dust, punctuated by flailing fists and feet! And of course such a transformation comes with the obligatory Donald Duck patented swearing!

Even at this early stage Donald Duck: Quack Attack is a highly enjoyable game to play but only time will tell how it fares against Daffy Duck. The very fact that it's running on a souped-up version of the Rayman 2 engine does give it a



▲ Oh no! Look away kids - Donald's just taking a nap! Honestly, he hasn't just been killed by that caped ghost with comical top hat!

few more feathers to its wing though. Keep your eye on 64 MAGAZINE to see which one flies high and which one ends up on the specials menu at the local Chinese!







Action

To add variety and spice to the gameplay the levels in Donald Duck are all mixed between three different perspectives..



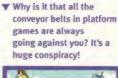
The classic side-scrolling level, don't underestimate it though because some of these levels are far from easy.



The majority of the levels are split between side-scrolling and these levels where you are running into the screen.



A few of the levels involve running out of the screen - this usually means Donald is running away from something big and nasty!





▼ It may be tipping it down with rain but that doesn't mean Donald can't give this Frankenstein monster a good kicking!





SCREW YOU GUYS, I'M DRIVIN' HOME!

SOUTH PARK RAN



FACE OFF AGAINST CARTMAN, GRANDPA, SCUZZLEBUTT, STARVIN' MARVIN AND THE REST OF SOUTH PARK IN THE WILDEST, RAUNCHIEST ROAD RACE EVER.
WE'RE TALKIN' DOZENS OF INSANE VEHICLES AND SWEET CUSTOM SOUND-BITES!



Break like the wind with Terrance and Phillip!



Honk if you're packin' projectile vomit, explosive diarrhea, and more sweet pick ups!



CARTMAN

It's super racing fun! Thanks for asking!





Make the competition respect your authori-tah with dozens of outrageous vehicles!













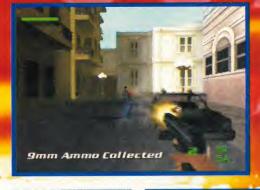
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7

FEMILE

THE WORLD IS NOT ENOUGH











▲ Bond wouldn't be Bond if he didn't have some gadgets to give himself an unfair advantage! Like this night vision for example.



▼ Don't worry that bloke is on your side, still it doesn't mean you can't shoot him in the back now





The Name's...

This game includes all of the characters from the film and you can tell who they all are right from the very first moment you meet them. It all helps add to the feel of the game, it's almost as if you're really wandering around inside Bond's world!



Bull

One of Valentin's henchmen, this character played by Goldie turns out to be an insider working for Renard and Elektra. He gets his just deserts in the film when Valentin realises his mistake and kills him dead on the spot!

Christmas Jones

Possibly one of the most amusing Bond girl names since Pussy Galore, Jones is a nuclear scientist who gets caught up in the action. This inevitably leads to an array of Christmas jokes!

Elektra King

Another Bond girl of sorts, Elektra is the brains behind Renard's evil plan to blow up a rival oil pipeline. After her father's death she became the soul heir to the King pipeline and will stop at nothing to be number one.

M

The only person who can control James Bond and the only woman who is immune to his charms, M is Bond's boss! Where in most of the films M only has a small role, in *The World Is Not Enough* she manages to get herself kidnapped.

Valentin Zukovsky

Apart from Bond himself Valentin is the only character who has appeared in both N64 games. The Russian entrepreneur never fails to inject humour into all the scenes he appears in.









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Mission Impossible?

Like Goldeneye the ten or so levels in this game are split into different mission objectives which have to be completed.



An innocent hostage is being held captive by a gun-toting bad guy...



...oh no he's going for the girl, quick shoot him before he gets a chance to...



...oh well too late, objective failed. Still at least you can try it all over again!

complete rewrite of the game engine which has been fine-tuned for the N64. This is great news considering how well the Nintendo console handles first-person shooters. *The World Is Not Enough* also includes some new levels and of course the fantastic four-player mayhem that only the N64 can provide!

Yes, once again you and your friends can assume the roles of all the James Bond characters and take pot shots at each other. Trust us when we say that there are a lot of weapons of mass destruction to do it with! There are over 40 gadgets, guns and toys to keep you amused in this game. This armoury fulfils every expectation including such familiar items as the laser watch and the Walther Poo plus a few other more 'overthe-top' weapons. Throughout the course of the game you get to play with the 73mm disposable anti-tank rocket launcher and also a floor-mounted gun emplacement! Who said that killing can





▲ You're outnumbered four to one — it's just the kind of odds that james Bond loves! After all, any less and it wouldn't be a challenge now would it?

get repetitive? Whatever weapon you're letting rip with though, the multiplayer runs just as smooth as in the single-player game.

The main game contains 15 levels based on scenes from the film and there are a few levels thrown in which are unique to the N64 version. Like Goldeneye each level is split into missions and objectives. One of the first missions in MI6 for example requires you to protect all the civilians whilst making your way to Q lab. There are quite a few puzzles on some of the missions to tax the old grey matter too. On one level for instance you have to try and figure out a way to impersonate Davidov so you can get on the plane heading to the nuclear facility.

Of course, if you've seen the film then some of these puzzles will be easier for you but that was half the attraction of Goldeneye in the first place. The similarities, the recognisable characters, realistic sound effects and everything else make this a whole new Bond experience for your N64. There's even some speech thrown in to give the characters that true authentic feel. This game may not be coming from Rare and it may not be a Nintendo published title but it looks like it may just take the Bond N64 crown. EA now has the license to kill and with The World Is Not Enough they intend to do just that!

▼ Just when the enemy think you're unarmed you can pull the old 'oh what's the time?' trick and let them have it!







FEATURE C



Now Pay Attention 007...

This being a Bond game you get to play with a massive array of gadgets and guns. This includes the ever famous laser watch and the brand new Bond BMW – a limited edition Z8!





Did You Know...

- ► The title for the film The World is Not Enough comes from the Bond family motto 'orbis non sufficit' as revealed in 1969's On Her Majesty's Secret Service.
- ► The two traffic wardens who get soaked during the boat chase scene at the start of the film are real wardens from the hit BBC Tv show The Clampers.
- The castle used as MI6's Scottish HQ is actually the same castle that was used in the film Highlander which starred another Bond, Sean Connery.

Shaken And Stirred

Before they had even started on the game EA and Eurocom had the perfect basis for an action-packed title. The World Is Not Enough is literally packed full of explosions, girls, fights, stunts and shoot-outs. Not to mention chases across water and snow! Not too sure about the world not being enough but the film almost wasn't enough for the amount of action that's crammed into it! This should mean a suitably fun and intense N64 shooter.











▲ Some evil blokes abseil into the MI6 building, it's up to you to shoot them dead before they manage to get any further.













30







Darlass Dyer London!



of Perfect Dark!

The Hotel!

The venue for the *Perfect Dark* bash was pretty promising – everything was kicking off at the rather posh Kensington

▼ Apparently in posh London hotels this is what passes for food. We weren't impressed – give us burger, chips and a large coke any day!



Hilton hotel on Holland Park Avenue in London. Cursing once again the fact that 64 MAGAZINE is based in Bournemouth (miles from any industry party) journos Roy and Russell jumped on a coach (well... there was the prospect of free beer so neither of us wanted to drive) and set out for the 'big smoke'.

64 MAGAZINE attends the UK launch

One hot but fairly comfortable coach ride and a few sweaty tube trips later and our intrepid pair arrived at the hotel. A quick enquiry at the gleaming reception desk (while various well-dressed businessmen eyed up our somewhat less-smart attire with obvious distaste – the gits) and the two journos were headed for the Gunnell Suite. Unfortunately, a complete lack of

▼ You can tell how plush hotels are by the size of their lobby. This one was about the size of a tennis court – not bad!





▲ Throughout the entire party we were surrounded by silent armed guards. It was enough to put Roy off his drink... well, almost!



▲ Asam: "Who's this gimp then Faye?"

Faye: "No idea, I thought he was your friend!

Keep smiling and maybe he'll go away..."

planning meant that we'd got to the hotel fully two hours early and thus we walked in on a conference on double glazing sales (or something equally banal). Luckily there was a pub next door and so that became the temporary 64 MAGAZINE headquarters for the next few hours.

Back to the hotel at the proper time, we entered the now salesmen-free Gunnell Suite. We weren't sure quite what we had been expecting but... well, it wasn't this! The fairly small room held several tables on which stood what can only be described as 'decorative snacks' and a slowly increasing huddle of journalists, buyers and Nintendo

▼ Now study this waiter and tell us that he doesn't look like a terrorist just waiting to pounce! How could we have been fooled?





- ▲ The bar at the party was staffed by 'between jobs' actors. Roy swore he's seen one of them playing a nutter on *The Bill*.
- ▼ Who's that mysterious figure lurking at the back of the room? Could it be Joanna Dark? Oops, nope, it's actually Russell.



The Escape Attempt

A 64 MAGAZINE Photo story

Despite the fact that the terrorists were treating everyone very well, Roy and Russell felt it was their duty as prisoners to try and escape (they'd both seen two many World War II prison camp movies). This is their story...



Spotting an exit from the room with only one guard, Roy attempted to sweet-talk his way past him...



His attempts at peaceful negotiations come to naught, Roy switched to plan B. That's the "I used to do Karate you know" plan...



out. Then Russ found a clue on a nearby wall...

Off once more, yet problems loomed. Infogrames PR guy Lee Kirton spotted our heroes and tried to call the guards! Not for



With Lee dealt with, Russell once more took point and used his comprehensive knowledge of reading signs on walls to get them outside...



Where our two journos found one of the vans they'd arrived in. Unfortunately it was locked, so they reluctantly returned to the party – it's a hard life!

PR People At A PR Event?

The party was absolutely thronging with people, many of them attached to Nintendo but there were also PR representatives from other software companies too. We ran into Asam Ahmad and the gorgeous Fave O'Donabue from THQ (this isn't a good picture of Fave. believe us) and also the ubiquitous Lee Kirton, formerly of the late GT Interactive, now PR guru at Infogrames.







▲ "What's this then mate?" "It's Perfect Dark mate?" "Oh right mate... er, what's that when it's at home then?"

employees near the centre, attended by suited waiters bearing wine on large silver platters.

What was going on? Okay, this was all very nice and pleasant as far as it went and there are doubtless many aspiring city-types who would have considered this sort of thing to be quite wild for their kind of lifestyle. However, we were all videogame journalists and this wasn't our idea of fun! Dejectedly, we each grabbed a wine glass and a few of the tiny gourmet snacks and waited for the announcements to begin. As he slumped ungainly against a table and chatted to the other journos though, Roy noticed something rather strange about the waiters. For starters they were all rather big and they didn't really act quite like your average experienced restaurant waiter... before Roy could mention this to Russell though the spokesmen for Cake - Nintendo's PR agency - called for everyone's attention. And as all the people in the room turned to hear what he had to say... the lights went out.



Nobody moved. The lights came back on. Suddenly the waiters weren't waiters any more – they were shades-clad,





▲ Let's see... we've got tuna on toast, cheese on toast, ham on toast and jelly on toast. Oh... and there's some toast on its own!

machine gun-wielding terrorists! One of them was carrying a megaphone and he informed the rather confused inhabitants of the room that they were in control now and we were to do exactly as we were told! Quickly the doors of the Gunnell Suite were opened and we were ushered out through the doors. No one tried to resist, despite Roy shouting "Come one, there's only ten of them, they can't shoot us all!" This didn't have the rousing effect he'd expected and so Roy gave up and followed Russell and the others onto minibuses which the terrorists had waiting at the rear of the hotel.



▲ This could all have been some big plot by Nintendo to do away with all the games journos – but was anyone worried?

As you'd expect the journey through the streets of London was an incredibly strange one. The vans all had blankets between the driver and the passengers and also over the windows at the back, thus preventing anyone from seeing where they were going. The terrorists were fairly strange too since once the journey was under way they forced free bottles of beer upon all their captives – 64 MAGAZINE'S daring duo weren't sure exactly how other kidnappers dealt with their victims, but they were fairly sure they didn't do stuff like this! Not that either of them were complaining...

"I've got an idea! While the terrorists are getting sorted out, we'll get photos of all of them that we can hand over to the police! What a great idea, I... uh oh, one of them just spotted the camera..."







FEATURE







▲ You'd think the police might have done something about a bunch of vans driven by obvious terrorists, wouldn't you?



■ We weren't really worried by these guys, oh no! We were just playing along you see... weren't worried for one minute, not us!





▲ You can keep your Glastonbury Festival – when you want to really 'get down' what you want is a massive darkened warehouse, a bunch of N64s, and menacing guys with guns!

After what seemed like a lifetime but was probably just half-an-hour or so (that London traffic can be murder!) the vans drew up inside a huge darkened building. The doors of each vehicle were then thrown open and the captive journalists bundled out to the accompaniment of loud, disorienting music. So disorienting in fact that Roy managed to accidentally elude the terrorist who should have shoved him in the right direction and instead wandered off the wrong way... towards freedom! His break from captivity was only halted at the last second by a very polite female terrorist who asked him, "Er... shouldn't you be over that way?"

Meanwhile the rest of the captives were being herded down a darkened corridor and pushed into the centre of a large room. The terrorists – more of them now, some wearing balaclavas and carrying even bigger machine guns – surrounded everyone. Was this the end?

The Party!

Actually it wasn't the end... but the beginning! The beginning of a huge party! One massive wall of the warehouse-like building suddenly lit up with a projected image of *Perfect Dark* running on the N64 and the festivities commenced. Along the opposite wall (away from the menacing terrorist types) several Nintendos were revealed already set up for multiplayer *Perfect Dark* and at the far end of the room stood a glittering bar! Hurrah for Nintendo! Although... weird way to invite people to your party!

Even weirder still was the fact that the terrorists just stood there for the whole event! Pretty soon these grim-looking guys were all but forgotten though as everybody grabbed a drink and crowded around one of the N64s to test their gaming prowess against that of fellow revellers. The party went on well into the night and was a great success... very, very weird, but a great success.

Joanna In Miniature!

As well as the N64 version of Perfect
Dark there was an added surprise at the party – the Game Boy Color version, complete with bright yellow Game Boy!
Unfortunately the combination of free alcohol and very little light made the whole thing a bit of a nightmare to play, although from what we saw of it the game does look fantastic. Roy did attempt to... er, 'borrow' one of the Game Boys and games to bring back to Bournemouth but was politely dissuaded from doing so by several large men with guns.







Scary... Very Scary!

Would you mess with these people? It can be quite unnerving trying to relax at a party when you've got people like this standing just a few feet away...







RUMBLE IN THE JUNGLE

In The Jungle

The stage is set for one of the biggest and bloodiest showdowns in videogaming history!

The Paragon Posse (Red)



Roy "Rambo" Kimber (64 Magazine, Editor)

Mike "Crew-Cut" Richardson (64 Magazine, Staff Writer)

Martin "Radar O'Reilly" Mathers (Dreamcast Magazine, Games Editor)

Alex "Co-ordination" Warren (Dreamcast Magazine, News Editor) Will "Joker" Johnston (PS Pro, Staff Writer)

Simon "Can" Cann (Play, Staff Writer)

Russell "Pokémon" Murray (Nintendo Pro, Editor)

Nick "Newbie" Rapson (Planet, Staff Writer)

Nick "Da Boss" Roberts (Managing Editor)

Damian "Da Big Boss" Butt (Editorial Director)

Stuart "Nutter" Mesham (PS Pro, Sub-Editor)

Scott "Shakespeare" Anthony (64 Mag, Sub-Editor)

ight, we've all played firstperson shooters, haven't we? (What do you mean no?) Well here in the Paragon Publishing offices we reckon we're pretty darn good at 'em because we play them morning noon and night. However, even the best firstperson shooters get a little dull after a while if you play against the same people over and over again and so we fancied a new challenge. We thought, who would be better competition for a bunch of guys who play games for a living than a bunch of guys who actually make the games? Yes, we're talking about developers. Of course, we could have just invited them down to the office for a few games of Perfect Dark or Quake 2 but we decided to go one better. We thought we'd take them



on at a real-life first-person shoot-'emup: Paintballing!

So on a crisp Thursday morning the staff of the various Paragon games magazines travelled up to the Hot Shots paintball site near Thatcham in Berkshire to take on the guys from Freeloader.com. Although Freeloader





The Freeloader Crew (Yellow)



Neil Carlton (Technical Manager)

Sevan Bagheshian (Games Tester)

Jon Bailey (Marketing Man - Ex-Nintendo)

Mike West (Games Designer) George Addo (Games Tester)

Lucan Baldachino (Programmer)

Mike Green (Artist)

Richard Cousins (Nintendo Hotline)

Giovanni Capiello (Story and Character Assistant)

Matt Griffiths (Game Designer)

Chris Henderson (Programmer)

Richard Cousins (Nintendo Hotline)



There's no point playing paintball unless you can determine a winner - the scoring system breaks down like this:

3	POINTS					٠						•											¥.	V	ì	į
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FEATURE





▲ Martin puts up his hands and confesses to the heinous crime that was throwing away the fourth game to the opposition!



▲ One of the site Marshals runs us all through the horror stories of what can go wrong, which wiped a few smiles off some faces!

▼ Who's that fool wandering around in the red top? Didn't he listen to the introductory lecture on the use of camouflage?



▼ When it's hot weather and you're running around a wood playing commando steamed goggles are not uncommon.



are best known as an Internet company what you probably don't know is that they own Pure Entertainment (who recently made Rat Attack). Freeloader couldn't quite field a full team (the girlies) so they got a few reinforcements from none other than Nintendo! The woods seemed very tranquil and calm, but the peace was about to be shattered as 24 men donned their fighting gear and prepared for battle. Eight games of paintball ensued and the action was hotter than any videogame has ever been!

Game 1: Short Field

A simple capture the flag game, where both teams have a base with a flag. All we had to do was grab the opponents flag and get back to base in one piece! The Freeloader team were obviously a little wet behind the ears as they choose to follow an open path down one side of the playing field leaving themselves sitting ducks to be picked off by Mike and Alex! Apart from a few defenders they were all wiped out leaving the way clear for Roy to run in and grab their flag. A quick run home and it was game one to Paragon!

RUNNING SCORE FREELOADER 1 PARAGON 3

Game 2: Bunker Hill

The idea of this game is that one team defends the hill against an attacking force that must remove a jerry can from a bunker. The Freeloaders were on defence and they managed to hold the hill perfectly – picking off all but a couple of the Paragon reds. They were far too well dug in for any attack to succeed, although Will did manage to reach the bunker alive. It's just a shame he was out of ammo when he got there, making himself a human target! This was a much needed win for the Freeloader team that brought the points back up to even.

RUNNING SCORE FREELOADER 4 PARAGON 4





Game 3: Bridge

The setting for the third game was a small wooden bridge in a valley. The two teams were based at the top of the hills on either side. Sat on the bridge was a jerry can and the object of the game was to grab the can and take it to your opponents' base with a bonus

point up for grabs for whoever touched the can first. There was a little argument over who actually managed to do this but in the end the Marshals went with the Freeloaders who also managed to hold

possession of the can for most of the game. With time running out Paragon got ready to move but a 'dead' Freeloader player nicked the can!
Accusations of cheating started to fly and the game was declared a draw

RUNNING SCORE FREELOADER 7 PARAGON 6

Game 4: 3-4

A huge play area on this game meant that both teams became very spread out making tactics and in-team contact difficult. The idea was to get to the enemy base and set off a smoke grenade. We managed to get quite far up on the left flank but found the Freeloader team storming down the opposite side! Through sheer weight of numbers they managed to get through to our base, but fortunately we did have a back up plan! Martin was









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one-minute warning was called,
Martin got bored and crawled out of
hiding – promptly getting shot and
losing us the game! That's what you
get for trusting a Dreamcast boy!

RUNNING SCORE
FREELOADER 10
PARAGON 7

Game 5: Hill Top

After a hearty lunch we decided that drastic action was needed to make up the lost points. A flag was placed in the middle of a small play area and the first team to get it safely to the

opponents' base would win the game. Another bonus point was up for grabs for whoever touched the flag first and a blindingly fast run by Alex gave us that point! This was probably because we had the downhill run



physically stop! In the sheer chaos to reach the flag we managed to take down five of the opposing team within the first minute. The odds were then in our favour and the rest of the Freeloaders were picked off one by one – an outstanding victory for Paragon!

RUNNING SCORE FREELOADER 11 PARAGON 11

Game 6: Bridge

Back to the bridge again but things were a little more complicated this time round as each team had a jerry can that needed to be dropped into the opposing force's base. With the scores level again things were getting serious and both teams were concentrating on their tactics. We opted

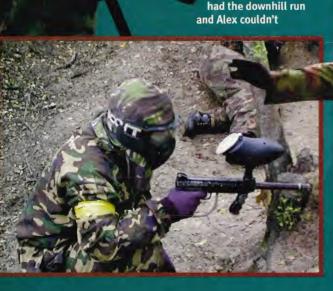
for an all-out attack whilst Freeloader chose to play a strictly defensive game! Their defence obviously wasn't that good though because we managed to circle around and take them completely by surprise! Damian even managed to force two people to surrender at gunpoint — without any ammo in his gun! We got the can to the base and the game was won.

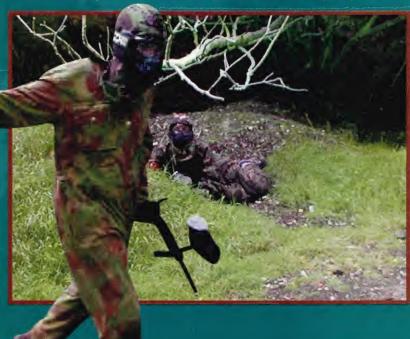
RUNNING SCORE

FREELOADER 12 PARAGON 14

Game 7: Bunker Hill

This time it was our turn to defend and if we could hold our own against the Freeloader attack then the day would be ours. Unfortunately for us the Freeloader crew were given paint and





FINTER:





Master of stealthy techniques and subterfuge Nick almost blends into the surrounding woodland completely.



▲ Alex from Dreamcast Magazine lived up to his nick-name by shooting himself in the foot while testing his gun!



smoke grenades to
help them out! Luckily, this
didn't make any difference and
we only lost one man throughout
the course of the entire game. From
our position at the top of the hill noone could come near and the few
remaining Freeloader players were
pinned down with nowhere to go!

RUNNING SCORE FREELOADER 13



Game 8: Short Field

With the day already won the entire Paragon team charged in to capture the Freeloader flag with nothing to lose. There were heavy losses on each side but we got several men close to the enemy base. As the last minute warning was called Roy led the charge and Mike and Scott followed towards the enemy base! Unfortunately Roy's gun jammed and he got shot clearing it, then Mike ran out of ammo but Scott managed to get the flag and made it all the way back home to win the final game! We had turned a half-time deficit into a stunning victory!





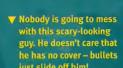
No Pain, No Game

Like the saying goes 'if you play with matches you'll get burnt' and a game of Paintball wouldn't be a game of Paintball without a few brulses! At the end of the day Paragon had not only won but they also had the best war wounds!







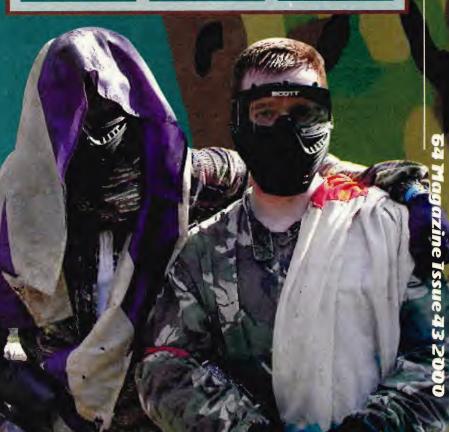






Hotshots info

With 20 innovative game fields Hot Shots is one of the biggest – and certainly the most fun – Paintball sites in the country. If you feel like a day of fun combat then call the Hot Shots team on 0800 833526 or check out their site at www.paintball.co.uk.





Ninfo

PLAYERS

The number of people who can play the game.

EXPANSION PAK

Does the game support Nintendo's Expansion Pak for extra features?

RUMBLE PAK

Price:

Can you plug in a Rumble Pak and shake along with the game?

Publisher	The company selling the game
Developer:	The company that wrote the game
Game Type:	What sort of game it is – sports, racing, fighting, whatever
Origin: The	country where the game was written
Release:	The date the game will be on sale

Gee, see if you can work this one out!

Bues Brothers

The coolest guys in town have arrived on the N64 in one of the most tuneful Nintendo games ever! Get ready to rock and roll!

2000

\$64,000 Question

This is where we list the good and bad points of the game. If there are more of the latter than the former, it's probably not going to be worth your money!

Memory Options

Does the game have a built-in chip to save your position, or do you have to buy one of Nintendo's Controller Paks to record your progress?

PAL Performance

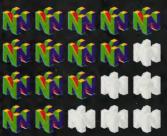
In UK Update reviews, this box replaces the \$64,000 Question. It means we've already reviewed the game as an import – has the British version suffered in translation to our PAL television system?

Supplied By

We get import games through importers – if you want to get hold of an import game for yourself, these are the people to call.

<mark>64 Magazine Rating</mark>

64 MAGAZINE rates graphics, audio, gameplay and challenge out of five. What does it mean when a game gets a particular score?



Well above and beyond the call of duty – five in a category means it's damn near faultless!

A good job – there might be a few rough edges that could have been better, but nothing serious.

Average – a game that gets this score does its job adequately in this category, but isn't anything special.

Things aren't looking good – a mark of two means that this part of the game is definitely below par.

Complete rubbish – this part of the game has been done so badly you wonder why they bothered!



Indy Racing 2000 Contracting C



1 85

Final Score

EVERY GAME GETS A SCORE OUT OF 100 – BUT WHAT DOES IT ACTUALLY MEAN? IGNORE ANYTHING OTHER MAGS MAY SAY – 64 MAGAZINE IS THE MOST BRUTALLY TRUTHFUL N64 MAG AROUND, AND IF WE GIVE A GAME A GOOD (OR BAD) MARK, YOU CAN TAKE THAT AS THE GOSPEL TRUTH. THESE ARE WHAT THE SCORES MEAN IN ENGLISH...

this one!

to get much faster than

95%+ 🥝

This score wins a game the coveted Gold Medal Award. Unlike some rags, which hand out top gongs like Smarties, we're very tight-fisted with this award – out of well over a hundred N64 games reviewed, only four have got the gold. It's your guarantee of a top game!

94%-90%

Welcome to Sizzler country! Scooping one of these awards means a game has had our brand of quality seared into its tender flesh. Unless you have a beef against the particular kind of game, anything that scores in this range can be bought without fear of crapness.

89%-75%

The good-but-not-awesome zone. A game in this range will still be worth getting if you like the sound of it, but it will either have some minor but annoying flaws or be missing the hard-to-define 'hook' that makes a truly great game.

74%-50%

Starting to drop into the realm of games that should only be bought if you're really, really into the subject. They might have flaws that spoil the gameplay, or be well done but not especially interesting. Be careful before you spend your money.

49%-30%

Warning, Will Robinson, warning! If a game can only manage a below-average score, then there's obviously something badly wrong with it and you should give it a wide berth. Don't say we didn't warn you.

29%-10%

You are now entering the World Of Crap. If a game ends up here, it's got so many things wrong with it that the Russians may be planning to use it as a space station. Do not, under any circumstances, buy anything that scores this low!

Below10%

Can there really be anything this pathetic on the N64? Oh yes, there can. Oh yes.



Bottom Line Controls



What do all those buttons on the pad do? We try to make sense of the insanity!

Alternatives

There may be other games of the same type already on the shelves – here you can see at a glance whether the game being reviewed measures up to the competition.

Rating

Graphics

Does the game look like Melanie Sykes, or Dot Cotton?

Audio

Does it sound like music to your ears, or nails down a blackboard?

Gameplay

Perfectly-tuned entertainment machine, or clumsy and annoying stack of cack?

Challenge

Will it keep you coming back for more, or be finished in five minutes?

Overall



The final score! It's not an average of the four categories above, but our definitive rating of the game. So, is it worth your dosh?

Soundbite

The game in a nutshell, for the truly lazy reader!

40







The Boys Are Back In Town!

NINTENDO⁶⁴

Memory Options

MEMORY: Not used CONTROLLER PAK: Stores three saved

the game is definitely better than the movie!

Ninfo

PLAYERS







RUMBLE PAK







64 Magazine Issue 43 2000





▲ The Blues Brothers escape the confines of jail in a laundry van – the tried and tested 'classic' jailbreak techniques are always the best!

called Buster. Quite why the nun didn't lues Brothers was a fantastic movie with some great gags, simply find someone not currently 'banged up' is anybody's guess but she top songs and some of the best didn't and so Elwood rises to the task

and sets about getting out of jail. Here the storyline gets a little vague, for apparently the only way that Elwood can find Buster is by reforming his band - strange but I guess you've got to have some kind of premise for getting lots of guys in shades together to play music. As a result though it's not

just Buster that you've got to find you've also got to track down and recruit the other two members of Elwood's band plus recover their instruments without which they're just so much nattily-dressed extra baggage.

Blue Moon

The gameplay in Blues Brothers 2000 is very definitely of the 3D platform adventure persuasion. You've got to guide Elwood around the many levels of the game, avoiding or decking all

▼ These floorpads are scattered all over each of the levels - step on them for some helpful hints and tips.



What A Guy!

In the original Blues Brothers movie the lead characters were rather fit and in this game the same is true. Elwood can run, jump, kick, punch, dive backflip and breakdance his way around the levels all that time in the prison exercise yard obviously did him some good!







Blue Bottle

2000 the movie!

The plot of the game is a fairly simple one. Elwood (a Blues Brother) starts off in prison where he's just received a postcard from a nun (as you do) asking him to find and take care of a little boy

the film didn't exactly give them much to work with... the good news though is

that Blues Brothers 2000 the game is

definitely better than Blues Brothers

chase scenes ever filmed. The Blues

Brothers 2000 movie was... erm, not

quite so good but then it didn't help that one of the stars of

the first movie had died

and thus (obviously)

fairly soon after making it

couldn't star in the sequel.

were bringing out a game

When we heard that Titus

based on the second movie well, we were a little worried. After all,

▼ Is he insane? Surely the idea is to run away from the cops not chase after their cars after you've just escaped from jail.



.DDD

- Some nice puzzles
- Good variety of character moves
- + Lots to do on each level
- Definitely not too easy
- 🕀 Fairly musical
- Controls a bit unresponsive at times
- Camera can be a nightmare
- The game does tend to get a bit frustrating in places





be turned

on. To turn a



▲ Welcome to Chicago - the windy city! This is one of the more difficult levels in the game and contains the nasty croc chase!

manner of strange bad guys, solving various puzzles and collecting different items.

Each of the levels is contained within a themed 'world'. So Elwoo'd starts off in the prison and all the levels within have suitably themed bad-guys - prison guards, convicts, a mad prison cook and puzzles. Next level is Chicago where guards are replaced with pedestrians, convicts with angry dogs... you get the idea. Each world is divided up into fairly distinct levels within which the action takes place. You can wander around the levels at will (although some of them require you to find specific objects - like keys for example - before you can enter) and you need to solve various puzzles or perform different tasks in order to progress. Often you find that you come into a level but can't reach a specific location within it until you've done something else on a different level. Chicago for

▼ If you come across an unfriendly dog the best tactic is to run like hell! Staying to fight often



instance has levels with fire hydrants in which can be used to carry you up to otherwise unreachable platforms, however these hydrants must be first

hydrant on you need to find your way

enter the sewers you need to unlock

the manhole cover blocking the

wrench - it ain't all that

entrance by finding and using the

through the sewers but before you can

Blue Peter

Blues Brothers 2000 is one of those games that has its share of good points but also its fair share of bad points. The

early levels for **Overall, Blues Brothers 2000** example are fairly linear and a is an enjoyable game little enclosed giving you the

impression that there's not much to do and you're going to finish the game fairly easily. Fortunately as you progress though, the levels open out, the gameplay gets more tricky and there's also a much needed injection of variety - if the whole game had the look of just



Stop

This is one of the fairly innovative puzzles in the game. Elwood is faced with a busy street and no way to get up onto the tree that leads to the platforms above. However by activating the traffic light - turning it from green to red - he causes a large, conveniently flattopped truck to stop right next to the tree thus providing a handy step up!









Question

Every so often you come across a sequence of rather large question marks. If you find and activate the gramophone nearby it starts to play and for a limited period of time the question marks change into bonuses for you to collect.





REVIEWS









▲ Whatever you do make sure you avoid the big hairy arms! They may look like they're after a hug but it's not worth the risk!

the first world you'd probably find yourself switching off before long. Don't get us wrong, the graphics in the first world are okay – it's just that it being set in a prison all the colours are... well, a bit drab.

Anyway, once you start getting into the game it has some rather nice surprises on offer. It would have been easy to have simply made the puzzles fairly simplistic 'find and use' affairs (ie: find the red key, open the red door) but thankfully there's a little more to many of the tasks in this game than that. Puzzles range from a fairly basic but still quite interesting 'match the objects' game through to several rather more complicated Bust-A-Groove-style dancing challenges - only not quite as good as in Bust-A-Groove.

Blue Bird

The variety of the puzzles in the game and the humour which has been well-implemented combine to give *Blues Brothers 2000* a much needed boost. Many of the characters are fairly comical, and Elwood has some rather amusing reactions to certain hazards and enemies – like when he gets hit by a vehicle for instance and gets squashed paper-thin.

However, while variety is one of *Blues Brothers 2000*'s strong points, it can also be seen as one of its failings. The programmers have experimented with a

▼ This woman lashes out at you if you get near the window – she obviously doesn't appreciate you using it as a ledge!



number of gameplay styles on the different stages so that in one you find yourself running along linear levels almost like the game was a 2D

platformer, in another you're bouncing around all over the place like a flea on a trampoline, and in yet another you're running towards the camera chased by a mutant crocodile, *Crash Bandicoot*-style.

Now this may not sound like much of a problem but that's because we haven't mentioned the real downside of *Blues Brothers 2000* – the camera. On some levels the camera is fine and you can run, jump and breakdance your way around with little or no trouble. On others however the camera has an annoying habit of spinning around at the worst possible moment – just as you're making a split-second jump for instance – and thus causing your demise. This is made worse by the fact that sometimes the



▼ For some bizarre unknown reason jumping on garbage cans in this game sends you flying up into the air!





There is a 'multiplayer' element to the game, although to be frank it's a bit naff. Up to two (count 'em: two) players can take on one another at a version of the dancing contests that pop up in the oneplayer mode. The problem is that in this the idea is to press various buttons in a specified rhythm to make a tune. However, unlike Bust-A-Groove there is no advanced warning as to when you're supposed to press the buttons, you just have to press when they flash on screen and the whole thing is fairly difficult and not really that much fun! Oh... and it's only for two players. More an afterthought than a multiplayer mode!









When he reaches the comes up against a new problem - the guards have got the whole place covered with roaming searchlights! If one of the pools of light touches Elwood he freezes in place and loses a life, making progress across the yard extremely tricky. Until, that is, you simply jump over the searchlight beams!







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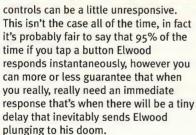


Electrifying Experiences

This level contains barriers upon which beams of electricity move up and down. If Flwood inadvertently makes contact with one of these beams he gets







Blue Jeans

Overall, Blues Brothers 2000 is an enjoyable game although it does hark back to the old days of gaming when you'd find yourself throwing down your pad or banging your keyboard in frustration as you died at exactly the

This is a platform game which has average written all over it. There are some nice puzzles and the gameplay is fun but nothing really makes it stand out from the crowd. Oh and don't go near this one if you get easily annoyed by dodgy camera set-ups! MIKE!









same point - where you'd already died sixteen times already - yet again. This isn't really a bad thing as it encourages you to practice and Blues Brothers 2000 does allow you to save whenever you want to. It does mean however that if you're one of the generation of gamers brought up on the fairly recent, far easier style of games that seem to be pretty-much the norm these days - the kind of person who found Donkey Kong 64 'a bit too tough really' - then you're probably going to find Blues Brothers 2000 a little on the difficult side. That said though, the humour, puzzles and some fairly catchy tunes make this a game that's definitely worth a look!

▼ There are ten musical notes to be collected on each level - you need to get ervery single one of them to progress through the game.







Banjo-Kazooie: Nintendo Reviewed: Issue 16, 90% Earthworm Jim 3D: Virgin Reviewed: Issue 33, 87%

Rating

Overal

Fairly entertaining platform adventure with some nice puzzles.





The ultimate magazine for the ultimate games machine





46

EXPANSION PAK

RUMBLE PAK





▲ One of the other racers goes astray and sends loads of cones flying across the track.

Nothing to do with me officer – honest!



MITSURISH



ENARDS

▲ Would you like to be doing 100mph in this thing? It looks like it could fall apart with the slightest nudge!



MEMORY: Saves game progress CONTROLLER PAK: N/A



CONSECO Step up.

THE SERVICE







REVIEWS



S64,000
Question

Unbelievably fast
Very smooth
Surprisingly enjoyable
Handling a little too sensitive
Annoying commentary

ow here's a great idea... let's all drive around in circles for hours on end and call it a sport! It's quite amazing how popular this 'sport' has become and it's not as if we can even dismiss it as an American fad because quite a few famous British drivers have dabbled in it. Whatever your opinion on it though, Indy racing is here to stay and like every other sport these days it's got itself a virtual

your car turns 45 degrees and slips into a powerslide! This often results in you going head-first into a barrier and buckling your front wheels – thankfully though the damage can be switched off. It's not that the controls are bad it's just that a sensitivity adjustment control would have been greatly appreciated in the options menu.

Admittedly once you get used to the controls you can take the corners fairly



▲ The tunnel section on one of the Gold Cup tracks is far too dark to see into the distance, hope there aren't any a cars ahead!

Now here's a great idea... let's all drive around in circles for hours!



incarnation for your home playing pleasure. The first thing you notice about *Indy Racing 2000* when you flick the 'on' switch is just how unbelievably fast it is! This is the fastest racing simulation game on the N64 – absolutely no contest. The game is a 15ml injection of pure adrenaline straight into your heart! What is even more surprising is that the game manages to stay as smooth as a freshly sanded piece of wood. You would expect the frame-rate to go pear-shaped at such speeds on any other racing game – but not here, oh no!

Burning Rubber

Oddly though the speed of this game can hamper your enjoyment of the races, especially when you first begin to play it. The problem lies with the controls which are a little temperamental to say the least. Tap the stick to the side and

smoothly. But you do have to remain ever conscious of your finger on the stick which kind of distances you from the race a little. It's not as if there are any tight corners in this game which require overly sensitive steering! In fact this is one of the main problems of *Indy Racing* – it can all get just a tad monotonous! After all there's only so much fun that can be had driving around in a circle for hours on end. If you want you can even race a full hundred-odd lap Indy race. Although we do suggest seeking professional psychiatric help before trying this one!

Screaming Engines

Thankfully the game is saved from eternal damnation by the Gold Cup mode which more than helps to break up the rigmarole of the whole thing. In this section of the game you have to work your way up the ranks from driving

Room Without A View

Usually it's a good thing that a cockpit view has been included... but not when it looks as tacky as this. It looks even worse when you see the flat 2-D hands and steering wheel turning!



Blink and you'll miss it!







4

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A It's a shame you can't take your car for a spin along the beach - it would certainly make the races a lot more interesting!

go-kart-style mini cars all the way through to the Indy-car racers themselves. This is a lot more fun than the championship game because it

go next. As it is, the most important onscreen aid is the draft meter, which may sound silly but is actually extremely helpful. Anyone who knows racing terminology will have heard of

something called 'slipstreaming' and that's exactly what this

meter helps you do. Get directly behind another car and your speed shoots up faster than an Apollo rocket!

Graphically you can't help but feel that a

little more could've been done with this

game. The draw distance is superb and

the graphics are crisp enough... it just

Smoking Tyres

It just feels like something is missing...

includes courses which actually have twists and turns in them. It's quite a shock seeing different corners after playing the main game! This is the more arcadey side of the game and is ultimately a lot more fun to play. It's when playing the Gold Cup mode though that you realise what is missing from this game - a track map!

The silly thing is you don't really need a track map on the screen in the main championship game but it would've been nice to have one in the other modes. It's not as if the corners are so complicated they tax every brain cell but in the fast action of the race it would be nice to have a guide as to which way to

▼ Considering how bland the rest of the tracks are, this waterfall is fairly impressive and sounds superb when you drive by.



feels like something is missing. This could be because all of the main tracks are based on their official counterparts and there just simply isn't anything interesting there! Though on the Gold Cup tracks you do at least get token waterfalls, rock arches and stretches of beach to liven up the surroundings.

On the other hand there's no excuse for the cars which appear fairly bland and more often than not just merge into the scenery. A little more attention to detail was definitely needed here, shiny metallic surfaces aren't exactly impossible on the N64. This situation isn't helped any by the fact the cars just seem to be glued to the track! You could be approaching the crest of a hill at





▲ There's no such thing as

disqualification in this game so there's nothing to stop you caning it around

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At times like this there's little to do other than wait for the other cars to move out of your way - very, very annoying!

Crashes are far too common in this game and just to make matters worse, they usually happen right in your path! If something goes wrong on the track ahead then all you can do is cross your fingers and pray that everything goes your way! With the controls being so twitchy it's best to just keep heading in a straight line. If you're lucky you might make it out through the pile of cars and smoke without hitting anything.







▲ You know you're taking the corner too fast when all of your tyres begin to slide out and the car begins to scrape the wall!







▲ Check out all the commotion behind – sometimes it does pay off to barge through the pack at 200mph!



▲ It never hurts to nudge the other racers into the side of the track – well at least it never hurts you anyway!



▲ In a fairly embarrassing moment a cone gets stuck on the back of your car, that's gotta do wonders for the wind resistance!



Going For Gold

The most fun part of the game is the Gold Cup mode in which you get to work your way up from boy racer to driving genius. This may not sound much fun but the gradual increase in speed helps you to get used to the controls.



The first things you get to drive are these midget cars, don't underestimate them though, as speeds of up to 100mph are possible!



A sleeker version of the midgets, these sprint cars require a bit more concentration and can quite happily cruise around the tracks at 140mph.



Now we're talking serious racing! These formula cars will test your reflexes every step of the way, hitting up to 170mph on the straights!



This is the big time, these cars are tuned for one thing and one thing only - speed!
Trying to handle these 200mph beasts around the twisty tracks is a nightmare!

vour car still remains firmly fixed on the ground! It's just like playing a video game version of your favourite

anything up to 200mph and Scalextric set!

Twisted Metal

Laughably, although the cars don't seem to be very detailed the rest of the game is literally stocked full of small realistic touches. As well as the official tracks you've got the official drivers, cars and the ability to tune up your car pretty

move' when you're travelling along a straight section of track with no other cars in sight! This is partly because of how speedy the game is and how fast the races can turn around in such a short space of track - of course, it's also partly just bad programming!

The Chequered Flag

Indy Racing 2000 is a highly enjoyable game but where it shines in some places it does very badly in others. If you're after a high-speed adrenaline rush then you need look no further. On the other hand, if you're the kind of person who loves challenging tracks then this game is unlikely to appeal. It's just a shame that it hasn't been planned for release over here yet. Someone out there obviously thinks that us Brits don't like driving around in circles... have they never been on the M25?



You often receive praise when you're doing badly...)



much how you want from scratch. It doesn't end here either because in the race you have fully animated pitstops, the ability to look to the left and right as well as behind and a running commentary to boot. Alas, the commentary and the radio crew chatter is, like so many other games, extremely annoying!

Considering you have both a commentator and pit crew it's amazing how the human voices manage to be so repetitive. What's worse is that they are so inconsistent and blatantly random that it's almost comedy! You often receive praise when you're doing badly and get 'dissed' when you're miles ahead of the pack in first place. Most comical of all however is when the commentator shouts 'what a

▼ There's not a lot you can do when the wheels get locked together like this, other than try and scupper your opponent of course.



Indy Racing 2000 is a fun quick game to play, though the Championship mode can get a bit boring at times. However, with loads of different races, Indy venues, famous drivers and cars to choose from, it's definitely a driving fan's game. NICK RAPSON

Rating 📉



Red Light -Green Light

Drafting is one of the most important skills to learn in a race. Perfect it and you can fly past the opposition. Position yourself behind a car and you cut down on wind resistance thus increasing your acceleration and making overtaking easy.



Get behind a car further down the track and try to keep yourself in its slipstream, any sudden movements could ruin your chances so be gentle...



and the draft meter increases from red to green as your speed increases... just remember to move sideways when you want to overtake!





F1 World Grand Prix 2 Nintendo Reviewed: Issue 30, 90% Nascar ' 99 EA Sports Reviewed: Issue 20, 52%



Very fast , very fun and slightly flawed.

everything you wanted to know about game Boy!

elcome to a new area of 64 MAGAZINE. The following pages have now become an enclave of our sister magazine Total Game Boy Color - think of it as a Game Boy Color embassy in N64 country! This means that for the next seven pages all content comes under the auspices of the best-selling Game Boy Color magazine on the market. Each issue this is the place to find all the latest news and reviews on the newest Game Boy Color titles - enjoy!

What It All

The scoring system for TOTAL GAME BOY COLOR reviews is fairly similar to the N64 one, but to avoid any confusion, here's a quick explanation...

Link cable: Can you play two-player link-up? Does the game use the infrared facility? Built in rumble: Some games have their own rumble Saves? Does it save to cart or use a password? Publisher The company selling the game The company that wrote the game Game Type: What kind of game is it?



Gameplay

The most important element - is it fun to play, or pants?

Audio

Plinky-plonky audio garbage or music to your ears?

Is it a visual masterpiece,

or a dated pile of poo?

The pros and cons of

the game summarised for easy access! If you can't be bothered to

read the whole review, this gives you a fair idea of the high and

Thallenge

How long will this game last you?

Overa

If you want more Game Boy Color action, look out for the latest issue of TOTAL GAME BOY COLOR, on

sale now priced £2.99.
You get a free packet of Chewits with it too!

Like our N64 reviews this isn't an average of the other scores but it is a definitive rating of the game. Anything over 90% is great, 89%-70% good and below 70%... well, not the best game on the market, that's for sure!

oundbite

If you really can't be bothered – this sums it up in one easy-to-read sentence!



Touring Car

Hype: The Time Quest

Rayman

Turn to page 52 for the latest Game Boy Color news and competitions!



news, views, exclusives, gossip, competitions!

NEWS JUST IN!

Oblivion in Your Hand

Acclaim has announced that Turok 3: Shadow of Oblivion will be released for the Game Boy Color. That makes four Fireseed dinosaur-bashing titles on the handheld! To make sure the action is even more fun, this time round you get to drive a tank, a jeep and even a gun-boat! Of course you also get a hefty selection of ten weapons to hunt your prey with - get ready for Oblivion!



Infogrames Game Boy Color Bundles!

The celebrate the forthcoming release of its rather natty-looking Duck Dodgers game on the N64, Infogrames has given us four bundles of Game Boy Color goodies to give away. These comprise a Mission: Impossible backpack, a Driver T-Shirt and canvass shoulder bag and the Game Boy Color titles Mission: Impossible, Driver and Martian Alert. Oh, and one of the bundles also has a genuine hand-held Game Boy Color thrown in for good measure!

If you'd like to win yourself one of these prize bundles then simply consider the following simple question, stick your answer on a postcard together with your name and address and send it to us!

Question: What's the name of Daffy's alien

nemesis in the forthcoming Daffy Duck N64 title? A: Marvin

B: Malcolm

C: Bernard







ing, St Peters Road, Bournemouth, Dorset, BH1 2JS to reach us no later than 7 September 2000. First correct entry out of the hat wins the Game Boy Color bundle, three runners up get the rest of the stuff!

Rayman Makes An Advance

Rayman may have only just hit the Game Boy Color but he's already flying towards both the Game Boy Advance and the Dolphin. The new game Rayman Tribes is down for both platforms but another Rayman game is also in the works provisionally called Rayman Online! This is more than likely going to be a Dolphin title but with the Game Boy Advance's ability to link to mobile phones a handheld version shouldn't be ruled out!



WIN... **Joytech Game Boy Colour Action packs!**

Joytech – purveyors of top console peripherals – have just brought out a new package to enhance the lives of Game Boy Color owners. Each pack comes with a 'twin illumination light magnifier, a Game Boy carry case, a rechargeable battery pack, a multi-link cable and an AC/DC adaptor.

You can pick up the Action Pack for £19.99 and we've got three to give away to 64 Magazine readers. To be in to win one simply stick the answer to the following question on a postcard and send it to the usual address marked ch Action Pack Compo to reach us no later than 7 September.

QUESTION: What is the highest scoring Game Boy Color game in this issue?

Not Quite On The Level

Who needs a control pad when you can physically tilt your machine to move the on-screen action? The recently announced title Kirby's Tilt 'N' Tumble will make use of an innovative analogue tilt cartridge which registers your every movement. If things work out well then you can expect to see a lot more rocking and rolling on the Game Boy Advance!





Infa red:

Saves? Publisher

Developer:

Game Type:

Built in rumble:

TOMB RAIDER

Tomb Raider

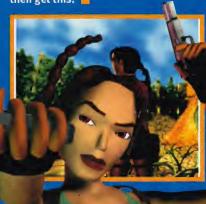
We love you Lara, we do...

f there was one thing that you had to credit with the success of the PlayStation then you couldn't go far wrong picking *Tomb Raider*. Okay, so the PlayStation has been built on more than just a pair of rather square breasts, but *Tomb Raider* must have sold at least as many PlayStations as *GoldenEye* sold N64s. Up 'till now Lara

Our busty heroine has a massive range of moves which are all accessed easily via the D-pad and the A and B buttons. Every move which Lara had in the most recent PC/PSX version of the game (Tomb Raider 4) is – amazingly – available here too and she moves like a dream.

As far as the setting for the game goes

game you can get for the hand-held, period. If you've got a Game Boy, then get this!





▼ Stuck between a skeleton

good for Lara - and she

and a rather large snake!

S64;000 Ouestion

Fantastic graphics
Lara handles brillantly
Oodles of atmophere
It's Tomb Raider!

the best game you can get for the hand-held, period

Croft, the eponimous star of the PSX hit, has been conspicuous by her absence from the Nintendo format, but now finally she's arrived on the N64's little brother the Game Boy Color.

Tomb-Tactici

Eschewing the usual 3D format in favour of a 2D platform setting, it's easy to assume that *Tomb Raider* is going to have lost something in translation. However – aside from the obvious loss of one dimension – Lara is as fun to play with as she's ever been (ooer!)

this time Core have gone back to basics. Forget oil rigs and city streets, his time Lara's back doing what she does best: exploring tombs. Each level is absolutely massive and packed with all sorts of traps and puzzles and like the other *Tomb Raider* titles there are loads of secrets to discover as you battle past all manner of adversaries – bats, skeletons and giant snakes to name just three.

Tomb Raider on the Game Boy Color is easily the best platform adventure on the console and is currently the best

Rating Graphics Gamep

Audio





The

Overall %

SoundbiteThe ultimate Game Boy Color platformer!

▼ Those Aztecs obviously had a thing or two to learn about how to hide important keys! Could they BE more unsubtle?









No

No To cart

THQ

Core

Platformer



Groc

Gobbos on your Game Boy!

Link cable: No
Infa red: No
Built in rumble: No
Saves? Password
Publisher THQ
Developer: Argonaut

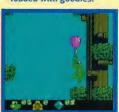


◆ Very fast ◆ Bonus games

Can get repetitiveFiddly controls



▼ If you see a balloon hanging in the air – grab it! They all take you to hidden special stages loaded with goodies.



hy is it that almost every single character or game icon eventually finds their way onto the Game Boy in a side scrolling platformer? What's even worse is that most of these games seem to be made just for the sake of it and *Croc* – alas – is no exception.

The story for this game pretty much follows that of the PlayStation version and the idea is to rescue all of the cute Gobbos. Unfortunately this involves nothing more than making your way from left to right and finding the occasional key along the way! If it weren't for the bonus games between levels there would be no puzzle element to tax your brains at all!

See You Later Alligator

One saving grace to this game is that it's really quite nippy – blink and you can miss some of the levels! The only drawback to this is that because the controls are – if anything – a bit too responsive, at times the game is a little difficult to control. The problem comes with the fact the turbo button is the same as the attack button! At high speeds it is easy to loose control and find yourself falling to your death.

Despite the fact Croc can swim, ride magic carpets and so on the lack of puzzle variety in this game does make it quite repetitive. It's a shame that such a good character has been wasted in a

poor Game Boy title. If you want a decent platforming game stick with Warioland.

with wanotana.

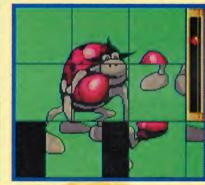
▼ The minecart ride is one of the more difficult stages in the game and can get extremely frustrating after several attempts!



One saving grace to this game is that it's really quite nippy



▼ This classic tile game is one of many bonus games on offer if you manage to collect all the letters of BONUS whilst on the level.





▼ The Mean Machine is one of the bonus vehicles that you can win in the game. It certainly lives up to its name!

BONUS







WACKY RACES

Wacky Races

Free love, CND and Che Guevara – what a decade the sixties was!

hey made great cartoons back then, like Hanna-Barbera's Wacky Races. This all-time classic animated series combined characters like Dick Dastardly, Penelope Pitstop and Muttley the dog with Cannonball Run-style action. If you haven't seen it, imagine the film Crash mixed with The Magic Roundabout and you're almost

there. If you *are* familiar with the series then you'll know what a shrewd move it was to turn it into a game.

As you'd hope, every last corner of the game is crammed with wit and imagination. For example, there are some tasty attacks to pick-up — a move where you turn your opponents into ice cubes and then smash them

Imagine the film Crash mixed with the magic roundabout...

into splinters particularly springs to mind. The basics are all there too. Wacky Races is fast, has thirty-six tracks, eight different cars to choose from and four different game modes. Of course, when this impressive list of options is added to the addictive gameplay, then it's clear that Infrogrames have got a potential success on their hands.

Wack-A-Day!

On the down side, the Game Boy Color's technical limitations mean that there are never more than two cars on the road at one time and there can be a fair amount of pop-up when the action starts hotting up. It's also far too easy! It'll take you a maximum of six hours to finish it: not really very good value for money. More seriously, the gameplay is very uneven. When you're in the middle of the pack you're vulnerable to attack from all sides but when you're out in front you're pretty much untouchable. What this means is that for half of the race your blood is boiling and for half you're unbelievably bored. Don't get the wrong impression though, overall, we liked it. A fairly decent Game Boy Color racer, whatever next?

fo
No
No
No
Password
Infogrames
elez &Dubail
Racing





▲ It's no surprise to find these scabby losers in last place. So much for their ultra-amazing 'Bullit-proof Bomb mobile'!

▼ Army Surplus are the fat truckers of *Wacky Races*. They're strong but slow – you have to blast your way through the field to win.



Rating	
Graphics	Gameplay
Audio	Challenge



Touring Car Championship



Game Boy Color in realistic driving game shocker!







• Realistic handling
• Fast and smooth
• Eight cars on track
• No link up

▼ Once you've finished a lap in Time Trial mode a ghost car appears to show you just where you made all



hen popular driving games get ported onto the Game Boy Color what you usually get is a behind-the-car racer where the track seems to turn more than the car! Well TOCA: Touring Car Championship has opted for the more old-fashioned . isometric view and you know what? It plays like an absolute dream!

Unlike most isometric racers TOCA handles superbly – the turning circle is super-smooth and surprisingly realistic. From this perspective you usually get a jumpy multi-staged turns but with TOCA you can literally cruise around the corners. Press the pad hard enough and you can even do powerslides – something which happens quite a lot until you get used to the tracks because of how blindingly fast the game is! You really need to learn the layout of the nine official tracks in TOCA or else your car can end up spinning across the grass.

Burnin' Rubber

What really stand out about TOCA are the graphical effects. Dust clouds come off the car as you spin off the track, skid marks cover the road and you even get spray off the tyres when it's raining! As if this weren't enough you can even see the little wheels turning around on all eight cars as they speed around the track. Yes, you read that correctly, there

are eight cars on the track at the same time, and no, there's no slow down!

The only major let-down to this game is that you cannot play link-up with another Game Boy. On the plus side however there are some 'Party Play' games for four people but it does mean passing the Game Boy around between you! If you can forgive this tiny flaw though, then TOCA Touring Car Championship is the best driving experience you can get short of buying a car.



the best driving experience you can get short of buying a car

▼ Each of the tracks are littered with cones which you can scatter all over the place by plowing through them with your car!

C 1 11:3 016MPHW1H 1/3

▼ Amazingly TOCA includes rain weather effects - check out the spray coming off the back of these cars!







▼ Find the not-too-carefully hidden Ubi Key in Rayman and you can use it to open up secrets on other Ubi Soft games.









Look ma, no arms!

he amputated superhero with disembodied hands and feet grabs a hold of the Game Boy and gives it a good shake! Rayman on the Game Boy Color isn't an extensive 3D affair like the N64 version but it still manages to retain all of the gameplay and the fun.

Spread across five worlds and 20 or so stages Rayman is full of puzzles and has plenty of bonus levels to keep you amused. For a Game Boy Color title Rayman also features an impressive array of moves. By the end of the game you find yourself performing a wide array of actions including swinging from hoops and spinning your ears around helicopterstyle for extra lift! Most amazing of all though is the fact that the game looks absolutely stunning! The smooth animation and the colourful levels really help to bring it to life. It's not just the main character either because butterflies and other creatures decorate the levels, not to mention the odd one or two enemies!

Jump Around

One thing which usually lets platform games down is the lasting challenge but Rayman has a few tricks up its sleeve to sort that out. To start with you can't access every single part of each level until you've 'collected' all of the special

▼ On some of the stages you have to make your way to the top before the water fills the level.



moves, and then there's the Ubi Key. Find a Ubi Key on another Ubi Soft game (such as Hype: The Time Quest) and by using the infrared you can use that key to unlock a hidden level in this game!

The only major drawback to Rayman is that an occasional leap of faith is required where you can't quite see the platform you're aiming for. This can be extremely frustrating at times - you'll soon be ripping your hair out with rage! Such moments are thankfully few and far between though. There are better platform games available on the Game Boy Color but you can't go far wrong with Rayman.



Link cable: Infa red: Yes Built in rumble: No Saves? Password Publisher Ubi Soft In-house Platforme

you can't go far wrong with Rayman





64 Magazine Issue 43 2000

- Tun gameplay
- + Lots to do
- Great presentation
- Occasional leap of faith







Nin	fo
Link cable:	No
Infa red:	Yes
Built in rumble:	No
Saves?	Password
Publisher	Ubi Soft
Developer:	Playmobil
Game Type: Platf	orm/Adventure



Hype: Hype: The Time Quest

An adventure through time itself...

eaturing the plastic Playmobil toys
Hype: The Time Quest is a bizarre
mix of platforming and adventure
gameplay. In the game you play Hype, a
warrior who has been sent back in time
by the evil Black Knight, and to make
things a little more complicated the dark
one has turned Hype's present time
physical body to stone!

Quite what this all has to do with Playmobil toys isn't clear, but then again who cares! This is a fantastic hybrid of two genres. The game is split between four maps on which you can wander around in a Zelda-style top down view. While you're on these maps you can talk to people, buy equipment and so on. There are then 19 specific levels – accessed from the four maps – which are played through in the style of a side-scrolling platformer.

Back To The Future

Unfortunately the adventure element is a little too limited and really only serves as a break between levels but it does help to bring out the story in the game. The majority of the fun lies with the platform sections which you must hack and slash your way through to find hidden artefacts. To start with it's simply

a matter of moving left to right but the levels soon become more complicated and ultimately more challenging.

One interesting feature of *Hype* is that it includes the new Ubi Key system. Find a hidden key in another new Ubi Soft title and by way of the infrared you can open up secret areas in this game! It's a great way to milk games for more



play and provides a good excuse to come back to the games more than the odd once or twice. Not that you need an excuse in *Hype: The Time Quest* as it is such a fun game to play.

The levels soon become more complicated and ultimately more challenging!

▼ As well as your sword you've got a bow and arrow which can be called upon to slay a few enemies!



▼ To get to each of the side-scrolling levels in the game all you need to do is try and walk off the edge of the map!



▼ To access the progress passwords in *Hype* you first need to have money to pay to the Innkeeper at the village!





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Cheat Central only prints the very latest cheats and tips for the N64 bringing you bang upto-date every issue. If you want to check out older cheats for games you've had for a while or have bought second hand, you can go online and browse the database of cheats at... www.totalgames.net

XPLORED THE LILLIMATE CHEAT GARTA

THE CHEAT CARTE.

Sponsored by Xplorer 64 from Blaze Cheat Central is now sponsored by Blaze and to celebrate this Blaze is giving away five of its fantastic Xplorer 64 cheat cartridges to 64 MAGAZINE readers every issue!

To enter, just answer this question:
"Which famous duck is on the cover of this issue?"

Send your answer to *Xplorer (43)* compo at the usual address, to arrive before 7 September 2000!

STARCRAFT 64

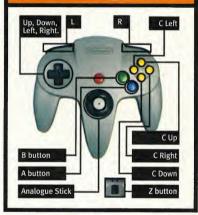
If you find that you're getting wiped out before you've even got your army up and running there's a way to make the building process go a lot faster. To do this highlight a structure and then repeatedly press B over it until it has finished building.







Pad at a glance



THE LEGEND OF ZELDAX MAJORAYS MASK

If you've bought the import version of this game then you'll need all the help you can get!

Time Travel Song

To jump forward 12 hours select the ocarina and play the following notes: C Right, C Right, A, A, C Down, C Down.

Slow Time Song

To slow down time simply play the song of time backwards: C Down, A, C Right, C Down, A, C Right.

F1 WORLD GRAND PRIX

Make sure you get pole position with these cheats!

Open All Challenges

To open up all of the challenges highlight Driver Williams and change his name to Driver Pandora before entering challenge mode. Now enter save file four to access all the challenges.

Cheats

To access any of these cheats go into exhibition mode and change the name of Driver Williams to one of the following. You need to exit back to the main menu after each cheat for it to work:

Museum Gallery mode
Pyrite Gold driver
Chrome Silver driver
Vacation Hawaiian track

Infinite Acceleration

Select the gold or silver racer using the cheats above and then select rookie mode with manual gears. Then in the race leave the car in first gear to have unlimited acceleration!

Shortcut

On the Silverstone track towards the end of the lap you should notice a row of grandstands on the left-hand side of the road followed by a hotel. If you head for the hotel there is a service road which can be used as a shortcut!









If this space shooter is getting you down then why not try out some of these bizarre and helpful cheats?

Cheat Codes

On the 'Press Start' screen enter any one of the following codes for the desired effect:

Invincibility

A, Z, Z, Up, Left, C Left, C Left, C Down

Freeze enemies

R, Z, Right, Right, C Up, C Left, C Right, C Down

Gore mode

Z, Down, C Up, C Left, C Left, C Left, C Down

Level select One hit kills

Psychedelic mode

Stealth mode

Wireframe mode

Infinite primary ammo

Infinite secondary ammo

Infinite solaris

Infinite titan

Infinite energy

Infinite nitro

A, R, Z, Up, Up, C Up, C Down, C Down

B, B, B, L, R, Left, Down, Down

A, R, Left, Right, Down, C Up, C Left, C Down

Up, Up, Up, Up, Right, Down, C Left, C Left

L, L, R, Z, Left, Right, C Up, C Right

A, R, Z, Right, C Up, C Right, C Down, C Down

B, B, Z, Left, Left, C Up, C Left, C Right

B, L, L, Z, Up, Down, C Up, C Up

A, B, L, Up, Up, C Up, C Up, C Right

L, Z, Left, Right, Down, Down, C Down, C Down

B, B, R, Up, Left, Down, C Up, C Left

The world is under threat and only you can win it back!

Multiplayer characters

To unlock all of the multiplayer characters quickly press Up, Down, Down, Right, Right, Right, Left, Left and Left again before the demonstration begins at the start of the game. Then at the 'Press Start' menu hold C Up and press Start. A Gunshot confirms correct entry. The only other way to open them is to finish the game on the normal difficulty setting.

Pistol Lock-On Cheat

To get a longer lock-on range with the pistol switch weapons to the machine gun, lock onto a target and then quickly switch back to the pistol again. If done correctly you should still be locked on.

Sudden Death Mode

To unlock this deadly mode quickly press C Left, C Right, C Left, C Right, C Up, C Down, C Up and then C Down before the demonstration begins at the start of the game. Then at the 'Press Start' menu hold L and press Start. A gunshot confirms correct entry.

Trial Mode

To unlock trial mode quickly press Up, Down, Down, Right, Right, Right, Left, Left and then Left before the demonstration begins at the start of the game. Then at the 'Press Start' menu hold C Down and press Start. A gunshot confirms correct entry.

Extra Multiplayer Weapons

If you want to use the flamethrower in multiplayer select Thunder as your character then hold down R and press B in the game to flame your friends. If on the other hand you want to use C4 begin a multiplayer game with any character in the Factory-1 level and press Down to set some C4.

Max Power Mode

To unlock Max Power, Sudden Death and Trial modes complete the entire game on the hardest difficulty setting.





DESTRUCTION DERBY

Bonus Tracks And Vehicles

To unlock the bonus tracks complete all of the championship modes with any car. Once that's done enter time trial and beat the lap record on each track to open up each of the bonus vehicles. There are 12 hidden cars in total.

Tee off and make sure you get the perfect score with these handy cheats.

Character Select

To change your appearance when you are choosing your character simply hold down one of the C Buttons. Each button gives you a different coloured outfit. If you want a left-handed golfer simply hold down the Z and L buttons whilst choosing your character.

Cheat Menu

To gain access to the cheat menu highlight the 'Clubhouse' option on the main menu and hold Z and R and then press A. Now enter the following codes to open up the desired courses:

oEQ561G2 Camp Hyrule Cup 1

5VW68906 Camp Hyrule Cup 2

KPXWN9N3 Nintendo Power Tournament

FJQ49LJA Nintendo Power Summer Scramble



Faster Animation

game try holding down the Z button. This makes the ball ten times faster and cuts down on the time it takes to play a game.

Hole Replay

If you make a mistake mid-hole simply save the game and exit. Then when you restart the game you restart the hole from scratch.

Distract Other Players

To shout praise and insults at your opponents push the D Pad in any direction. Each direction with each of the characters triggers a different sound.

Hidden Course

To play on the hidden Mario Star course you need to get 2200 points after unlocking all of the other

Hidden CharactersTo play as any of these hidden characters simply complete the required tasks:

Donkey Kong	Get 30 points in ring mode
Metal MarioGet	108 birdie badges in tournament mode
Luigi	Beat him in 'Get Character' mode
Yoshi	Beat him in 'Get Character' mode
Sonny	Beat him in 'Get Character' mode
Wario	Beat him in 'Get Character' mode
MapleGet 50 l	oirdie badges in tournament mode
Mario	Beat him in 'Get Character' mode
Harry	Beat him in 'Get Character' mode
Bowser	Beat him in 'Get Character' mode





CHAT CENTRAL

hoever said cheats never prosper obviously didn't play videogames! Cheats are the ones who have the most fun, and there's no easier way of cheating than with an Xplorer 64 cartridge from Blaze! If you have one of these gamebusting marvels then you can crack the fine games below with its help, and if you don't have one, why not enter the competition on page 60 and try to win one?

THE RESIDENCE OF A STREET WAS ASSESSED.		
BEETLE ADVENTURE RAGN	6	

www.x-plorer.co.uk

Unlock All Cars	e8582249:5963
Unlock All Tracks	e8582245:5958
Unlock All Difficulties	e858224d:595b
Unlock All Cheats	eb685757:595a
	db5a2d55:5f5f
MultiPlayer Codes	eb5d5757:595a
Unlock All Circuits	db5a2d5e:5f5f

BUCK BUMBLE

Unlimited Lives	e0641528:59b6
Infinite Health	e863dc45:5963
No Bonus Countdown	e0641520:582a

DONKEY KONG 64

Infinite Health	c8d31ede:5956
Infinite Ammo	e8d31ed7:598c
All Characters	edd31ed7:595a
Infinite Crystal coconuts	c8d31eda:57fo
Infinite Camera Film	e8d31edf:5955
99 Coins for Donkey Kong	837fc896:0063
99 Coins for Diddy Kong	837fc8f4:0063
99 Coins for Tiny Kong	837fc9bo:0063
99 Coins for Lanky Kong	837fc952:0063
99 Coins for Chunky Kong	837fcaoe:0063

FORSAKEN

Infinite Bikes	e85a5564:59DD
Infinite Shield	ed6a3a68:5959
	e86a3a68:596a
Infinite Hull	ed6a3a66:5959
	e86a3a66:5969

e8608b47:595c

c876dd14:do4f

cb735756:595a

JET FORCE GEMINI Infinite Continues Juno Character codes

All Weapons

Infinite Ammo

	db7cd724:5e41
Maximum Health	e876ddob:595e
Full Health when entering levels	
	e876ddo6:599a
All Keys	c876de70:504f
Vela Character codes	
All Weapons	c876dd9a:d04f
Infinite Ammo	cb735756:595a
	db7cd7ae:5e41
Maximum Health	e876dd01.E0Ee

	e876dd94:599a
All Keys	c876ddf6:504f
Lupus Character codes	

Full Health when entering levels

upus Character codes	
All Weapons	c876de86:do4f
nfinite Ammo	cb735756:595a
	db7cd88a:5e41

Maximum Health	e876de7d:595e
Full Health when entering levels	
	e876de80:599a
All Keys	c876dee2:504f

MARIO GOI

Special Code - Do Not Use	2cob1920:0000
Unlimited Power Shots	c86318f4:6688
	c86fcb50:6688
Unlock All levels	c8676242:6ae6
All Characters	c8627efo:5956
	c8627eee:5958
	c8627ef4:5962
	c8627ef2:5964
	c8627ef8:595e
	c8627ef6:5955
	c8627efc:5957
	c8627e00:5963

c8627ef8:595d

RAYMAN 9

Infinite Health	c86f1ca4:5970
Infinite Oxygen	c8639dd8:9ce8
Open All Levels	cb5a5756:595a
Open All Levels	db6d6e5e:4a49
Have All Cages	cb5b5756:595a
	db6d6d4e:4a49
Have All Yellow Lums	cb8d5756:595a
	db6d6dd6:4a49
	cb645756:595a
	dc6d6e6a:4a49
Invincible Rayman	c8716078:595a

ROGUE SQUADRON

Infinite Lives	e8675d48:595b
Infinite Shields	e867d1b3:59ff
	c867d1b2:595a
Infinite Missiles	e8661d56:5958
Unlock All Levels	e8675e83:59do

SHADOW MAI

Infinite Bullets	c85bae8e:596a
Infinite Voodoo	e85bae7e:594f
	e85bae7d:594f
Infinite Air	e85bae72:59f1
Infinite Health	c85bae6e:786a
Infinite Shotgun Shells	c85bae81:5962
Have Calabash	e8575f45:5663
Have Flashlight	e8575aa5:6363
All Items	50001d20:0000
	e85759a5:5963

STAR WARS: EPISODE ONE RACER

Infinite Truguts	c8651e6e:504
Always finish first	e86873e3:5959
All tracks	c8651e60:504
	c8651e5e:504
All Characters	c8651e6c:59cc
	8651e6a:504
	005100

TUROK

ctivate Cheat Menu	c86869d4:504
	c86869d2:50A

WRESTLEMANIA 2000

Special Code - Do Not Use	200376e0:0000
Dummy Code for Trainer	e8965758:595a
All Characters Available	c85d44ae:504f

MACE: THE DARKAGE

Chop your opponents to bits with these new characters and cheats.

Different Costumes

To change the colour of your fighters costume hold down any one of the C Buttons whilst selecting the fighter and then press Evade followed by A or B.

Cheat Codes

To turn on the desired cheat position your cursor over each of the following characters on the select screen and press Start on each one:

Big Head	Ragnar, Al Rashid, Takeshi
Rabbit Feet	Ragnar, Dregan, Koyasha

Kabbit Feet	Kagilai, Diegali, Kuyasila
Random Opponent	Hell Knight, Xiao Long, Dregan, Namira
Tiny Players	Takeshi, Al Rashid, Rangar, Xiao Long
Speed Mode	Ichiro, Xiao Long, Koyasha

Head Swap Al Rashid, Takeshi, Mordos Kull, Xiao Long, Namira

Hidden Battle Stages

To fight on a particular characters battle stage choose a character and press Start on them four times before selecting them. To play on a hidden stage position your cursor over each of the following characters on the select screen and press Start on each one:

Miniature Golf	Koyasha, Mordos Kull, Takeshi
San Francisco Rush	Xiao Long, Al Rashid, Koyasha

Hidden Characters

To play as a hidden character position your cursor over each of the following characters on the select screen and press Start on each one:

Ned Long	Koyasha, Executioner, Lord Demios, Xiao Long
Machu Pichu	Namira, Koyasha, Taria

Play As Grendel

To play as the Grendel beat everyone except the Executioner. Then after the Executioner has beaten you go to the character select screen, highlight the executioner and hold Start and Evade. Once the Grendel appears use an attack button to select him.

Play As Pojo

To play as Pojo you need to pull off Taria's execution move in the main game. Once you've done this highlight Taria on the character select screen and hold down Start and Evade. Once Pojo appears use an attack button to select him.

Play As Gar Gunderson and Ichiro

To select these characters wait for the copyright screen to appear at the beginning of the game and press Right, Up, Left, Down, Right, Up, Left, Down. A chime sounds if entered correctly and two new characters are then playable.











Invisibility In Multiplayer

To make yourself invisible in multiplayer simply find yourself a quite corner of the level and enter the following. L and C Up, L and R and C Left, R and Up, L and C Right, R and C Left, L and Right, L and R and C Left, L and C Right, L and Up, L and R and C Down. Once entered your character fades to nothing!









If you're still finding this real time strategy game a little tough why not try skipping through a few of the levels!

Open All Missions

On the 'press start' screen quickly press B, A, R, R, A, C Right, Up, Down and then A. Now go to the replay mission menu and press L to make every single variant of each mission selectable.





Make sure your batteries never run out with this batch of cheats.

Unlock All Tracks

To unlock all of the tracks either finish the game's time trial mode or simply enter your name as CARNIVAL.

Unlock Hidden Cars

To unlock additional cars you can complete each circuit in first place or - far more easily - enter B, A, Z, Z, B, L, A, C Up on the title screen.









A SIMPLE CALL AND YOU'VE GOT THE CHEAT!



Army Men Series

Banjo Kazooie Blast Corps Body Harvest

Castlevania

Destr. Derby 64 Diddy Kong Racing Dorskey Kong 64 Doom 64 Duke Nukem 64

Gauntlet Legends

FIFA'99,'98 &'64 F Zero X

Int. Super. Soccer ISS'98

Killer Instinct Gold Lego Racers

Pokemon Snap Pokemon Stadium

Resident Evil 2 Ridge Racer 64

Shadow of Empire Snowboard Kids outh Park Rally Star Wars: Racer S.W. Rogue Squad

1080 Snowboarding

Tarzan
Tony Hawk's
Top Gear Rally 1&2
Turok 1& 2 Turok Rage Wars

Vigilante 8 Vigilante 8 2nd Off.

WCW Mayhem WCW Vs NWO Rev World Cup 98 WWF Attitude WWF War Zone WWF Wrestlemania

Xena Warrior Pcess

TIME SAVING FUNCTIONS FOR USE DURING YOUR CALL - PRESS * TO RESTART SERVICE PRESS (#) TO MOVE BACK A STEP DC - GBC - N64

INTERNATIONAL ACCESS:

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queries in writing to Interactive Telcom Ltd., ustomer Service: 08700 885 656

Check out our new website at www.cheatsunlimited.com

ACCIDE LA CONTROL OF THE PARTINE LA CONTROL

ep, you guessed it. In our ongoing quest to squeeze as much entertainment as possible into just one magazine we've come up with yet another regular feature for your continued edification. Each month the 64 MAGAZINE crew are going to pop along to one of the many Sega Parks in the country and try out a few of the latest arcade machines. Of course, it won't just end there. Expect to see some rather cool contests and some absolutely stonking competitions in future issues, although this time around we just had fun playing games! Oh... and before everyone starts writing in - Sega Parks are not Sega specific, they have arcade machines from all over the place - Konami, Namco, you name it, they've got it and they have the added advantage of getting new machines in long before anyone else!



Classic Game: House Of The Dead 2

It's been around a while but it's still a firm favourite. Roy and Mike took time-out from trying out the new titles for a bit of retro-style zombie-blasting on House Of The Dead 2 - some games just never seem to lose their appeal!







Top Skater

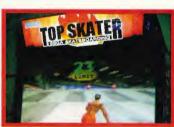
Sega Park in Bournemouth was our destination this month (conveniently situated just around the corner from the 64 Magazine offices). The first machine to catch out attention was *Top Skater*. This game is a particular favourite of

Nicky's, which explains why she's always dressed like a 'skate chick'. Rather than controlling the game with a joystick you get to physically stand on a skateboard and (while holding onto the handrails) must move



and jump the board to get your character to perform the same onscreen. The control interface is incredibly easy to pick up – even for non-'boarders – and once you get going the game is tremendous fun. Well worth a go if you haven't tried it already and if you liked *Tony Hawk*'s *Skateboarding* on the N64 then you should love this!





▲ Every move you make on the board is duplicated on the screen by your chosen character – groovy man!





Silent Scop

Now this was a game that we were really up for! The original Silent Scope was incredibly popular with everyone in the 64 MAGAZINE offices when it first came out and so we had high hopes for the sequel. Fatal Judgement puts you in the role of a sniper who's got to take out some rather unfriendly terrorists. The novel angle of the game is that the main screen shows a long-distance view of a particular location on which you can just make out tiny figures. By looking through the scope of the gun though you get a zoomed-in view (thanks to a custom screen built into the gun) and you have to use this to pick off terrorists before they can do too much damage and - more

importantly - before they spot you. This game was a total hit with Mike and Roy but Nicky found it a bit of a struggle. As the next best thing to joining the LAPD and becoming a SWAT team member though, Silent Scope 2: Fatal Judgement is the only way to go!





▲ Now this looks like a 'girl not being at home with guns' moment, but Nicky is a demon at Time Crisis! Obviously not sniper material.



How To Find **Em...**

There are Sega Parks all over the country - check out this list for the one nearest to you!

SEGA PARK Hamleys Metropoli 189-196 Regent Street London (0207) 494 2000

SEGA DOME riental Shopping City Edgware Road (0208) 200 5751

> SEGA PARK Westover Road Bournemouth (01202) 316 396

SEGA PARK River Drive Tamworth (01827) 68448

SEGA PARK Units 70-74 The Harvey Centre Harlow (01279) 425 741 Bargate Shopping Centre East Bargate Southampton (023) 8022 5067

> SEGA PARK 88-96 High Road Woodgreen London (0208) 888 3129

PLANET SEGA Queens Ice Bowl 155 Queens Court London (0207) 229 0172 / Ex.5207

SEGA PARK Eastgate Shopping Centre Basildon (01268) 293 207

THE LEISURE **EXCHANGE** St Botolphs House 138-139 Houndsditch

(0207) 623 2782

64 Magazine Issue 43 2000

THE LEISURE 365 Station Road Harrow Middlesex

(0208) 863 7846

NASCAR Arcade is one of the latest machines in for testing which means that the first people to play it are customers at Bournemouth's Sega Park. Although we're not great fans of NASCAR games in general (they tend to be a little dull on the N64 due to the nature of the sport) we thought we'd give this one a go. The fact that you're sitting in a roll-cage with a wheel, a gear stick and pedals is a definite plus to start with and once the game gets moving you realise that the best thing about it is in fact the steering wheel as you power around the track the force feedback is just something else! Roy's always moaning that driving games just don't 'feel real' but even he was

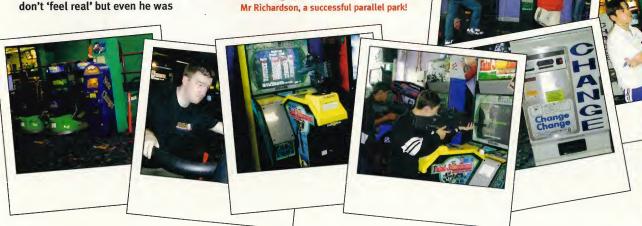




▲ Left hand down a bit... steady, steady. Now full lock right, clutch down... congratulations



impressed with this game. Okay, so the actual gameplay is a little samey but if you're after fast NASCAR racing with a highly realistic feel then you should definitely check this one out!





Take your place on the paper podium that is... ScoreZone!

veryone's gone Donkey Kong crazy this month and we've had a load of superb new scores on all of the hectic minigames the score from Yiannnis in Cyprus will take guite some beating! The Ultimate Player accolade this month however goes to Chris Webb from Gloucester who didn't quite manage to impress with the Donkey Kong scores but who was the only person to enter the Tony Hawk's Scorezone challenge! Congratulations on some wicked scores Chris - your wheel is on its way.

Follow these easy steps to achieve entry to the 64 **MAGAZINE annals of fame:**

- Get a top score or time on an N64 game - without cheating!
- Use a camera or a video to record your time.

- List all your scores on a sheet of paper along with your name and address.
- Send the proof of your prowess to:

64 ScoreZone 64 MAGAZINE Paragon House St Peters Road Bournemouth BH1 2JS

Include an SAE if you want your photos/videos back.

Games

We've had scores from one person for Tony Hawk's this month but we want to see more! Get those times and scores in the post for Hydro Thunder, Ridge Racer 64, International Track And Field, Asteroids 64, Resident Evil 2 and Jeremy McGrath Supercross. Your Scorezone needs you!

Legend Of Zelda

BIGGEST FISH

IGGEST FISH
Pounds Harris Shackleton, Halifax
Pounds Matthew Thompson, Cook
Pounds Gareth Haynes, Droitwich
Pounds Leigh Maddox, Cheshunt
Pounds David Park, Hebburn

MARATION RACE

1:02 Philip Longhurst, Sudbury
1:02 David Ryan, Derby
1:04 Karl Jobst, Australia
1:03 Mark Nicol, Western Australia
1:06 Matthys ten Ham, The Netherlands

HORSE RACE Mark Nicol, Western Australia

Michael Tokarz, New South Wales David Ryan, Derby Matthys ten Ham, The Netherlands Philip Longhurst, Sudbury

HORSEBACK ARCHERY

ARCHERY
Mark Nicol, Western Australia
Matthys ten Ham, The Netherlands
Christopher Ryan, Derby
David Ryan, Derby
Jan-Erik Spangberg, Sweden 2000 points 2000 points 2000 points 2000 points

GRAVEYARD RACE
0:53 David Ryan, Derby
0:56 Darren Harris, Birmingham
0:58 Tammy Harris, Birmingham

WWF Warzone

FASTEST WIN

Mario 64

2088 coins Ingvar Gunnarsson, Iceland 2072 coins Adam Scott, Rugby

2066 coins Natasha Svetlana, Russia 2052 coins Dave Sewell, Bromley

F-Zero X

MUTE CITY
1:14;764 Richard Dunn, New Leake
1:16:229 James Eyre, Leicester
1:18:608 John Brennan, Bicester
1:18:578 Richard Mardell, Highamb
1:21:344 Darren Harris, Birminghan

SILENCE

SAND OCEAN

1:04:023

James Eyre, Leicester
1:04:026

Richard Dunn, New Leake
1:06:358

1:10:130

John Brennan, Bicester
Darren Harris, Birmingham
Jeffrey Van Der Aa, The Netherlands

DEVIL'S FOREST
1:11:783
1:12:321
1:18:305
1:19:718
1:23:068
1:23:068
1:23:068
1:23:068
1:23:068

BIG BLUE BIG BLUE 1:22:983 Richard Dunn, New Leake 1:29:318 John Brennan, Bicester 1:29:682 James Eyre, Leicester 1:38:084 Darren Harris, Birmingham 1:38:695 Ned Pendleton, Brackley

PORT TOWN
121:596 James Eyre, Leicester
126:553 Richard Dunn, New Leake
127:346 John Brennan, Bicester
1:31:721 Darren Harris, Birmingham
133:030 Richard Mardell, Highambury

SECTOR ALPHA

RED CANYON 1:12:35:4 James Eyre, Leicester 1:13:313 Richard Dunn, New Leake 1:18:100 John Lambregts, Holland 1:18:341 Darren Harris, Birmingham

MUTE CITY 2
1:06:181 | ames Eyre, Leicester
1:06:274 | Richard Dunn, New Leake
1:14:024 | Richard Mardell, Highambury
1:15:544 | Darren Harris, Birmingham
1:15:398 | John Brennan, Bicester

1:15:544 1:15:398 John Brenn.

BIG BLUE 2
0:58:775 James Eyre, Leicester
1:03:132 Richard Dunn, New Leake
1:07:024 Jeffrey Van Der Aa, The Netherlands
1:07:047 John Brennan, Bicester
1:07:939 Darren Harris, Birmingham

WHITE LAND
1:25:408 James Eyre, Leicester
1:26:437 Richard Dunn, New Leake
1:32:444 John Brennan, Bicester
John Lambregts, Holland
Jeffrey Van Der Aa, The Netherlands

1:41502 FIRE FIELD 1:12:820 Richard Dunn, New Leake 1:16:227 James Eyre, Leicester 1:18:032 John Brennan, Bicester 1:23:500 John Lambregts, Holland 1:25:173 Valter Lindgren, Sweden

SILENCE 2

: Z James Eyre, Leicester Richard Dunn, New Leake John Brennan, Bicester Darren Harris, Birmingham Jeffrey Van Der Aa, The Netherlands

SECTOR BETA
1:31:773
Richard Dunn, New Leake
1:39:107
John Brennan, Bicester
1:47:797
Darren Harris, Birmingham
John Lambregts, Holland

RED CANYON 2 ARTON Z James Eyre, Leicester Richard Dunn, New Leake John Brennan, Bicester Darren Harris, Birmingham Jeffrey Van Der Aa, The Netherlands

WHITE LAND 2
1:07:148
Richard Dunn, New Leake
1:08:807
1:12:474
John Brennan, Bicester
1:12:497
Darren Harris, Birmingham
Jeffrey Van Der Aa, The Netherlands

MUTE CITY 3

1:28:805
1:37:551
1:43:646
1:48:496
Richard Dunn, New Leake
James Eyre, Leicester
John Lambregts, Holland
Darren Harris, Birmingham

RAINBOW ROAD

RAINBOW KOAD

1:30:122 Ned Pendleton, Brackley
1:57:525 Richard Dunn, New Leake
2:00:5138 John Brennan, Bicester
Darren Harris, Birmingham

DEVIL'S FOREST 3 James Eyre, Leicester Richard Dunn, New Leake Richard Mardell, Highambury Darren Harris, Birmingham John Brennan, Bicester

SPACE PLANT
1:48:750 Richard Dunn, New Leake
1:56:911 James Eyre, Leicester
1:57:356 John Brennan, Bicester
2:11:955 John Lambregts, Holland
2:12:010 Valter Lindgren, Sweden

SAND OCEAN 2

JCEAN Z James Eyre, Leicester Richard Dunn, New Leake John Brennan, Bicester James Eyre, Doningston Le Heath Jeffrey Van Der Aa, The Netherlands

PORT TOWN 2

1:33:005
1:46:127
1:47:396
In Quarrie, Stapleford
1:54:087
Darren Harris, Birmingham
1:54:904
John Brennan, Bicester

BIG HAND

ID

Richard Dunn, New Leake
James Eyre, Leicester
John Brennan, Bicester
John Lambregts, Holland
Neil Friedman, Whitefield

DEATH RACE MODE
0:21:643 Magnus Smith, Burra Isle
0:27:692 Richard Dunn, New Leake
0:43:025 Kevin Olding, Muscliffe
0:46:962 Neil Friedman, Whitefield
0:58:20 Nick Newton, Roath

Y oshi's 5tory

Anthony Hooley, Breaston Danny Dunn, New Leake Richard Dunn, Boston

Bonny Qvistorff, Copenhagen David Park, Hebburn Neil James, Boston

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SOUTHERN ISLAND

MARINE FORTRESS

PORT BLUE
12:21/73
12:4776, Adam Tucker, Great Varmouth
129:903
130:104
130:105
Rualothyi Durn, Effect

Banjo-Kazooie

SPIRAL MOUNTAIN

Jon Burrows, Queensland Niall Hickey, County Waterford Darren Harris, Birmingham Michael Ilioski, Australia Christopher Ilioski, Australia

MUMBO'S MOUNTAIN

104:44 Jon Burrows, Queensland 105:28 Kevin Seeney, Bury St Edmunds 106:30 Danny Dunn, New Leake 106:40 Jan-Erik Spangberg, Sweden 108:17 Niall Hickey, County Waterford

TREASURE TROVE COVE

08:29 | Jon Burrows, Queensland 10:50 | Jan-Erik Spangberg, Sweden 11:06 | Richard Dunn, Boston 12:01 | Niall Hickey, County Waterford 12:03 | Darren Harris, Birmingham

MAD MONSTER MANSION

14:15 Jan-Erik Spangberg, Sweden 15:48 Kevin Seeney, Bury St Edmunds 18:16 Niall Hickey, County Waterford 16:09 Ingvar Gunnarsson, Iceland

BUBBLEGLOOP SWAMP

GLOOP SWAMP
Kevin Seeney, Bury St Edmunds
jan-Erik Spangberg, Sweden
Niall Hickey, County Waterford
Darren Harris, Birmingham
Richard Dunn, Boston

CLANKERS CAVERN
0:08:31 Jon Burrows, Queensland

kenn Seeney, Bury St Edmunds Jan-Erik Spangberg, Sweden Niall Hickey, County Waterford

CLICK CLOCK WOOD

RUSTY BUCKET BAY
0:13:30
0:16:14
0:16:14
0:18:14
0:18:25
0:28:38
Revin Seeney, Bury St Edmunds
0:16:47
Nilal Hickey, Countly Waterford
Ingvar Gunnarsson, Iceland

FREEZEEZY PEAK

0:15:34 Kevin Seeney, Bury St Edmun 0:13:53 Jan-Erik Spangberg, Sweden 0:15:25 Jan-Erik Spangberg, Sweden 0:19:40 Richard Dum, Boston 0:19:42 Darren Harris, Birmingham

GOBJ'S VALLEY

0:12:44 Jan-Erik Spangberg, Sweden
0:14:44 Kevin Seeney, Bury St Edmunds
0:15:58 Jan-Erik Spangberg, Sweden
0:16:44 Jan-Erik Spangberg, Sweden
Niall Hickey, County Waterford
0:20:17 Darren Harris, Birmingham

100 JIGGIES, 900 NOTES
2:46:17 Kevin Seeney, Bury St Edmunds

Micro Machines 64 Turbo

THE MAIN COURSE

oo:11:90
oo:19:28
oo:16:20
coi:16:20
lames Eyre, Leicester
leffrey Van Der Aa, The Netherlands
oo:16:45
Oo:16:40
Chris Cox, Cambridge
Oo:16:40
Ned Pendleton, Brackley

LOVE TRIANGLE

LOVE IRIANGLE
00:23:72 James Eyre, Leicester
00:39:17 jeffrey Van Der Aa, The Netherlands
00:40:02 Ned Pendleton, Brackley
00:40:30 Chris Cox, Cambridge

BEWARE OF THE DOG
00:17:30 | James Eyre, Leicester
00:35:29
00:35:86 | James Eyre, Leicester
leffrey Van Der Aa, The Netherlands
Ned Pendleton, Brackley

CRASH AND FERN

Oc:13:19 James Eyre, Leicester
Oc:21:22 Jeffrey Van Der Aa, The Netherlands
Oc:22:26 Ned Pendleton, Brackley

DESTRUCTION DIRTBOX 00:16:94 James Eyre, Leicester 00:29:48 Jeffrey Van Der Aa, The Netherlands 00:30:01 Ned Pendleton, Brackley

BRAKE-FAST BENDS 00:26:26 James Eyre, Leicester 00:33:36 Jeffrey Van Der Aa, The Netherlands 00:33:76 Ned Pendleton, Brackley

CALCULATOR RISK
00:15:904 James Eyre, Leicester
00:23:19 Jeffrey Van Der Aa, The Netherlands
00:25:97 Ned Pendleton, Brackley

WIPEUP

oo:34:25 Jeffrey Van Der Aa, The Netherlands oo:36:67 Ned Pendleton, Brackley

TANKS ALOT

00:18:39 James Eyre, Leicester 00:27:10 Jeffrey Van Der Aa, The Netherlands 00:27:67 Ned Pendleton, Brackley

BAGUETTE BALANCE

DALANCE
oo:15:70
oo:22:07
oo:22:07
oo:22:07
oo:22:07
oo:22:07
oo:23:00
Chris Cox, Cambridge

TRUCKER'S LUCK

Oo:17:71 James Eyre, Leicester
Oo:22:95 Jeffrey Van Der Aa, The Netherlands
Oo:24:32 Ned Pendleton, Brackley

BIKINI BLAZER
00:16;34 James Eyre, Leicester
00:23:11 Jeffrey Van Der Aa, The Netherlands
00:25:05 Ned Pendleton, Brackley

PEBBLE DASH

oo:15:69 James Eyre, Leicester oo:24:93 Jeffrey Van Der Aa, The Netherlands oo:25:70 Ned Pendleton, Brackley

BEACHED BUGGIES

oo:11:09 James Eyre, Leicester
oo:21:66 Chris Cox, Cambridge
oo:21:66 Ned Pendleton, Brackley
oo:22:59 Jeffrey Van Der Aa, The Netherlands

Oct 2:30
Oct

RACK 'N ROLL

00:30:05
0:47:36
00:47:37
00:48:41

ROLL

00:30:05
Chris Cox, Cambridge
Ned Pendleton, Brackley

PULLING POWER
00:22:47 James Eyre, Leicester
00:39:29 jeffrey Van Der Aa, The Netherlands
00:39:58 Ned Pendleton, Brackley

STINKY SINKS
00:10:32 James Eyre, Leicester
00:17:35 Jeffrey Van Der Aa, The Netherlands
00:22:31 Ned Pendleton, Brackley

SAND BLASTER
00:14:772 James Eyre, Leicester
00:34:65 Jeffrey Van Der Aa, The Netherlands
00:33:42 Ned Pendleton, Brackley

SWERVE SHOT

SWERVE SHOT

00:06:05 James Eyre, Leicester

00:06:85 coi:1:86 James Eyre, Leicester

Chris Cox, Cambridge

00:12:03 Ned Pendleton, Brackley

00:12:11 Achillies Zanettis, Kenton

BREAKFAST AT CHERRY'S

00:11:30 James Eyre, Leicester 00:21:95 Jeffrey Van Der Aa, The Netherlands 00:23:64 Chris Cox, Cambridge 00:24:12 Ned Pendleton, Brackley

FORMULA X

00:13:87 James Eyre, Leicester 00:27:82 Jeffrey Van Der Aa, The Netherlands 00:31:18 Ned Pendleton, Brackley

LEARNING CURVES

00:21:98 James Eyre, Leicester 00:27:03 Jeffrey Van Der Aa, The Netherlands 00:34:17 Ned Pendleton, Brackley

CHEMICAL WARFARE

00:13:27 James Eyre, Leicester 00:26:99 Jeffrey Van Der Aa, The Netherlands

CHEESY JUMPS 00:7:18 James Eyre, Leicester 00:14:12 Jeffrey Van Der Aa, The Netherlands

CEREAL KILLER
00:26:50 James Eyre, Leicester
00:43:48 Jeffrey Van Der Aa, The Netherlands

UNGLE LAND

ANT LAND

09:27 Robert Gallagher, Southampton

Cath Davies, Wigan

Wave Race

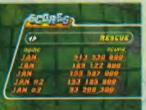
SUNNY BEACH

Tetrisphere

RESCUE

259549700 Joel Smith, Springwood, Australia 145032800 Jay Scott, Fort-William 107614300 John Lambregts, The Netherlands 82047300 Gavin Brennan, Claremorris 78621700 Barbet Koolmees, The Hague, Holland 78621658 Barbet Koolmees, The Hague, Holland

78621620 Barbet Koolmees, The Hague, Holland



Jet Force Gemini

JEFF AND BARRY RACING TRACK 1

Anthony Hooley, Breaston Darren Harris, Birmingham 27:80 32:08

JEFF AND BARRY RACING TRACK 2 Anthony Hooley, Breaston Darren Harris, Birmingham

World Driver **Championship**

ROME B

Starfox/Lylat Wars

OVERALL SCORE

CYERALL SCORE
3577 kills Gavin Deadman, Biggin Hill
2686 kills Magnus Smith, Burra Isle
2217 kills Darren Simmons, Mossley
192 kills Andrew Robson, Newcastle
2150 kills Jan-Erik Spangberg, Sweden

CORNERIA

282 kills Andrew Robson, Newcastle 282 kills Craig Humphrey, Stifford Clays 259 kills Neil Friedman, Whitefield 254 kills Adrian Stead, Hull Matthew Kagelldis, Greece METEO

397 kills 377 kills 343 kills

Richard Dunn, New Leake Kevin Seeney, Bury St Edmunds John Lambregts, The Netherlands David Ryan, Dublin John Lambregts, Holland SECTOR X SECTOR X

246 kills Kevin Seeney, Bury St Edmunds
246 kills John Lambregts, The Netherlands
211 kills David Ryan, Dublin
161 kills Gavin Brennan, Claremorris

KATINA Daniel Dunn, New Leake Kevin Seeney, Bury St Edmunds John Lamgregts, Holland David Ryan, Dublin Gavin Brennan, Claremorris 333 kills 217 kills 215 kills 214 kills 192 kills

SECTOR Y

187 kills David Ryan, Dublin
166 kills Gavin Brennan, Claremorris
166 kills Charles Nuttall, Oldham

SECTOR Z Re kills Greg Smith, Wamberal

VENOM 2 Andrew Anderson, Hutton Gavin Brennan, Claremorris Kevin Seeney, Bury St Edmunds David Ryan, Dublin Richard Dunn, New Leake

AREA 6

448 kills 417 kills 374 kills 327 kills Daniel Dunn New Leake John Lambregts, Holland Mark Nicol, Western Australia John Lambregts, Holland

Beetle Adventure Racing

COVENTRY COVE
4:42:98 Martin Van Druven, Holland
4:43:79 Martin Van Druven, Holland
4:43:51 Martin Van Druven, Holland
4:43:51 Martin Van Druven, Ten Natherlands
4:45:0:46 Paul Nicholis, Coventry
4:50:09 Robert Parker, Cambridge

MOUNT MAYHEM 144, 85 Matthys ten Ham, The Netherlands 1447-65 Marth Van Buuren, Holland 1an-trik Spangterg, Sweden 1453-52 Paul Nicholls, Esventry 1454-69 Andrew Stanger, Myton

1NFERNO ISLE
6:29:06 Marin Van Duuren, Holland
6:39:09 Jan-Erik Spangberg, Sweden
6:36:24 Matthys ten Fam, The Netherlands
7:00:09, Robert Parker, Campridge
7:00:06 Andrew Stanger Wyton

SUNSET SANDS

511150 Matthys ten ham, The Netharlands 514226 Martin Van Duuren, Holland 514317 Robert Barker, Cambridge 5150166 Andrew Stanger, Wyton 6:00196 Jan Erik Spangberg, Sweden

METRO MADNESS
5:43:46
5:50:98
6:12:53
6:19:76
6:25:48
Martin Van Duuren, Holland
Matthys ten Ham, The Netherlands
6:19:76
6:25:48
Martin Van Duuren, Holland
Matthys ten Ham, The Netherlands
6:19:76
6:25:48
Andrew Stanger, Wyton WICKED WOODS

Chameleon Twist



MAGAZINE SCOREZONE

Goldeneye

FACILIT	Y - 00 LEVEL!
0:48	David Ryan, Derby
0:51	Arlf Mollah, Rochdale
0:55	Jon Burrows, Queensland
0:56	Richard Dunn, New Leake
0:57	Ben Kitchin, Australia

BYELO	MORYE DAM	
0:52	David and Christopher Ryan, De	ì
	Aut Mallah Dashala	

0:53	Arif Mollah, Rochdale
0:53	James Eyre, Leicester
0:53	Jon Payne, Derby
0:53	Timothy Darling, Kent

9	David Ryan, Derby
0	Jon Burrows, Queensland
4	Luke Sutton, South Australia
5	Richard Dunn, New Leake
5	Arlf Mollah, Rochdale
1	James Evre, Leicester
	James Lyre, Leicester

o:24 Karl Jobst, Australia	
0:24 Michael Williams, Exeter	
0:24 David Ryan, Derby	
0:25 Matthys ten Ham, The Netherlands	

JUNIA	
0:57	Jon Burrows, Queensland
1:01	Magnus Smith, Burra Isle
1:02	David Ryan, Derby
1:04	Arif Mollah, Rochdale
1:06	Luke Sutton, South Australia

BUNKE	
0:17	David Ryan, Derby
0:19	Jon Burrows, Queensland
0:19	Chris Stuart, Peterhead
0:19	Arif Mollah, Rochdale
0:19	Karl Jobst, Australia

LAUN	.n Jilu
1:02	David Ryan, Derby
1:06	Arif Mollah, Rochdale
1:06	James Eyre, Leicester
1:08	Ben Kitchin, Australia
1:09	Luke Sutton, South Australia

0:24	Jon Burrows, Queensland
0:25	Magnus Smith, Burra Isle
0:31	Karl Jobst, Australia
0:31	Matthys ten Ham, The Netherlands
0:32	Stephén Hill, Maidstone

JUKEA	ILE Z
0:54	Jon Burrows, Queensland
0:56	Karl Jobst, Australia
0:57	Danny Dunn, New Leake
0:57	Sam Doyle, Glossop
0:57	Matthys ten Ham, The Netherland

0:20	David Ryan, Derby	
0:22	Arif Mollah, Rochdale	
0:23	Luke Sutton, South Australia	
0:24	Christopher Ryan, Derby	
0:25	Jon Burrows, Queensland	

STATUE PARK

2:30	Karl Jobst, Australia
2:37	Matthys ten Ham, The Netherlands

Danny Dunn, New Leake Arif Mollah, Rochdale

6	David Ryan, Derby
6	Jon Burrows, Queensland
7	Chris Stuart, Peterhead
7	Arif Mollah, Rochdale
7	Christopher Ryan, Derby

:12	Ion Burrows, Queensland
:14	Danny Dunn, New Leake
:16	Karl Jóbst, Australia
:17	Matthys ten Ham, The Netherlands
:17	Andrew Joules, Weston-Super-Mare

DEPOT	David Ryan, Derby
0:22	
0:22	Jon Burrows, Queensland
0:23	Chris Stuart, Peterhead
0:23	Arif Mollah, Rochdale
0:23	Luke Sutton, South Australia

1:04	Arif Mollah, Rochdale
1:21	Jon Burrows, Queensland
1:25	Luke Sutton, South Australia
1:25	James Eyre, Leicester
1:26	Matthys ten Ham, The Netherlan

JUNGLE	
1:05	Jon Burrows, Queensland
1:06	Karl Jobst, Australia
1:07	Matthys ten Ham, The Netherlands
1:07	Arif Mollah, Rochdale
1:10	Richard Dunn, New Leake

CONTROL CENTRE	
3:40	Jon Burrows, Queensland
3:43	James Eyre, Leicester
3:51	Arif Mollah, Rochdale
3:52	Richard Dunn, New Leake
4:20	Karl Jobst, Australia

WAIL	R CAVERNS
1:04	David Ryan, Derby
1:05	Jon Burrows, Queensland
1:06	Matthys ten Ham, The Netherlands
1:06	Arif Mollah, Rochdale
1:07	Karl Johet Australia

CRADLE	
0:40	Jon Burrows, Queensland
0:42	Matthys ten Ham, The Netherlands
0:45	Karl Jobst, Australia
0:46	Stephen Hill, Maidstone

AZTEC	COMPLEX
1:08	David Ryan, Derby
1:10	Chris Stuart, Peterhead
1:16	Jon Burrows, Queensland
1:18	Arif Mollah, Rochdale
4140	James Fure Laisaster

EGYPTIAN TEMPLE

0:49	David Ryan, Derby
0:50	Jon Burrows, Queensland
0:54	Arif Mollah, Rochdale
0:55	Karl Jobst, Australia
0:55	Matthys ten Ham, The Netherla

Mario Party

SHY GUY FLY

SLOT CAR DERBY 1		
0:09:12	Rachael Verel, Fulwood	
0:09:72	lan Kirk, Nottingham	
0:09:72	Daniel Hooley, Breaston	
0:09:28	Darren Harris, Birmingham	

0:25:13	Darren Harris, Birmingh	am
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0:26:86	Tammy Harris, Birmingham
0:27:60	John Lambregts, Holland

SLOT CAR DERBY 2

0:34:03	Darren Harris, Birmingham
0:34:20	Anthony Hooley, Breaston
0:35:40	Craig Bartlett, Bournemouth
0.36.45	Steve Hewitt Manchester

Shadows Of The Empire

BATTLE OF HOTH

0:02:07	Mattnew Stevenson, Bournemo
0:02:46	Magnus Smith, Burra Isle
0:02:52	John Brennan, Bicester
0:03:15	Karl Jobst, Australia
0:04:27	Hans Lafeber, The Netherlands

ESCAPE FROM ECHO BASE

0:01:58	Jason Lloyd Parsons, Anglesey
0:03:28	John Brennan, Bicester
0:03:52	Matthew Stevenson, Bournemouth

THE ASTEROID FIELD

ILE VO	I EKOID I IELD
0:03:16	Matthew Stevenson, Bournemouth
0:03:38	John Brennan, Bicester .
0:04:00	John Lambregts, The Netherlands
0:04:19	Sebastian Pantrey, Goudhurst
0:04:27	John Dick, Uddingston
0:04:45	Martin Hurley, St Helens

Mos Eisley and Beggar's Canyon

0:01:41	Magnus Smith, Burra Isle
0:02:49	Matthew Stevenson, Bournemo
0:04:26	Hans Lafeber, The Netherlands

IMPERIAL FREIGHTER SUPROSA

0:01:20	Magnus Smith, Burra Isle
0:01:55	John Brennan, Bicester
0:03:13	Hans Lafeber, The Netherlands
_	_

SKYHOOK BATTLE

0:06:37	John Brennan, Bicester
0:06:50	Matthew Stevenson, Bournemouth
V 1-	Decree

XIZOR'S	PALACE
0:04:15	Jason Lloyd Parsons, Anglesey
0:05:00	Magnus Smith, Burra Isle
0:05:54	John Brennan, Bicester
0:07:50	Hans Lafeber, The Netherlands

Diddy Kong Racing

ANCIENT LAKE

00:32:21	Stacy Needham, Bicester
00:37:11	Keith Boiston, Felling
00:42:03	Adam Charlton, Buckden
00:42:10	Rob Pierce, Salisbury
00:42:54	Stephen Henderson, Upminster

iteria Doiston, retting
James Eyre, Leicester
Adam Charlton, Buckden
Arthur van Dalen, Netherland
ALLS

IUNGLE	
00:41:51	Stacy Needham, Bicester
00:41:53	Adam Charlton, Buckden
00:42:60	Keith Boiston, Felling
00:45:66	Arthur van Dalen, Netherlands
00:47:13	Richard Dunn, Boston

IREASU	RE CAVES
00:42:20	Keith Boiston, Felling
00:44:75	Adam Charlton, Buckden
00:47:71	Arthur van Dalen, Netherlands
00:49:06	Richard Dunn, Boston
00:40:31	Thomas Forrari Morfolk

VVIIALE	
00:53:01	Keith Bolston, Felling
00:56:75	James Eyre, Leicestershire
00:57:06	Rob Pierce, Salisbury
00:59:63	Danny Dunn, New Leake
01:02:11	Raymond Burton, Stockbridge

PIRATE	LAGOON
01:01:23	Keith Boiston, Felling
01:04:36	Rob Pierce, Salisbury
01:05:73	Jan-Erik Spangberg, Sweden
01:11:35	Jon Quarrie, Stapleford
01:11:85	Darren Harris, Birmingham

WINDMILL PLAINS

01:33:18	Keith Boiston, Felling
01:35:45	Adam Charlton, Buckden
01:45:93	Richard Dunn, Boston
01:47:56	Darren Harris, Birmingham
01:49:36	Jan-Erik Spangberg, Sweden

CKESCE	HI ISLAND
01:07:45	Keith Boiston, Felling
01:11:40	Adam Charlton, Buckden
01:14:31	Richard Dunn, Boston
01:17:43	Jan-Erik Spangberg, Sweden
01:21:31	Kevin Seeney, Bury St Edmund

HOT TOP VOLCANO

00:58:20	Stacy Needham, Bicester
01:04:33	Keith Boiston, Felling
01:10:35	James Eyre, Leicester
01:15:75	Richard Dunn, Boston
01:17:93	Rob Pierce, Salisbury

GREEN	WOOD VILLAGE
1:16:26	Stacy Needham, Bicester
1:22:01	Jan-Erik Spangberg, Sweden
1:22:73	Kevin Seeney, Bury St Edmunds
1:23:25	Richard Dunn, New Leake
1:27:24	James Eyre, Leicester

HAUNTED WOODS		
	00:48:36	Stacy Needham, Bicester
	00:51:26	Keith Boiston, Felling
	00:52:76	Richard Dunn, New Leake
	00:54:05	Kevin Seeney, Bury St Edmunds
	00:54:26	Darren Harris, Birmingham

FROSTY VILLAGE

	Stacy Needinaill, bicester
01:19:01	Rob Pierce, Salisbury
01:20:60	Richard Dunn, New Leake
01:21:86	Kevin Seeney, Bury St Edmunds
01:27:20	Darren Harris, Birmingham

01:	19:88	James Eyre, Leicester
	25:26	Richard Dunn, New Leake
	28:11	Darren Harris, Birmingham
01:	28:16	Tammy Harris, Birmingham
01:		Kevin Seeney, Bury St Edmunds
C.		

DNOWB	ALL VALLEY
00:44:10	Stacy Needham, Bicester
00:5340	Richard Dunn, New Leake
00:54:70	Jan-Erik Spangberg, Sweden
00:55:10	James Eyre, Leicester
00:56:05	Darren Harris Rirmingham

BOULDE	R CANYON	
01:25:48	Keith Boiston, Felling	
01:33:36	Rob Pierce, Salisbury	
01:33:81	Danny Dunn, New Leake	
01:34:11	James Eyre, Leicester	

WALRUS	COVE
01:29:31	Keith Boiston, Felling
01:30:73	Adam Charlton, Buckden
01:32:15	Jeffrey Van Der Aa, The Netherlands
01:40:95	Richard Dunn, Boston

SPACED	UST ALLEY
01:25:05	Stacy Needham, Bicester
01:28:83	James Eyre, Leicester
01:34:51	Danny Dunn, New Leake
01:34:63	Keith Boiston, Felling
01:44:61	Arthur van Dalen, Netherlands
01167154	Kovin Soonov Bury St Edmunde

DARKMOON CAVERNS		
01:39:13	Keith Boiston, Felling	
	Adam Charlton, Buckden	
01:49:03	Richard Dunn, Boston	
01:55:43	Kevin Seeney, Bury St Edmunds	

STALLE	IN I MEDIA
01:32:00	Stacy Needham, Bicester
01:32:31	Keith Boiston, Felling
01:41:51	James Eyre, Leicester
01:44:35	Kevin Seeney, Bury St Edmunds
01:44:60	Danny Dunn, New Leake
	Data Diames Callations

STAR CIT	ry
01:14:20	Stacy Needham, Bicester
01:29:36	Kevin Seeney, Bury St Edmunds
01:30:45	Rob Pierce, Salisbury
01:30:90	Richard Dunn, Boston
04124126	Darran Marris, Riemingham

Turok

TRAIN	ING LEVEL	
2:12	Michael Williams, Exeter	
2.17	Mikhael Farrelly Zimbahwa	

Richard Dunn, New Leake Flaz Farrelly, Zimbabwe Ben Webster, Millbridge

Snowboard Kids

0:26:43	Rob Pierce, Salisbury
0:26:56	Kevin Seeney, Bury St Edmunds
0:26:60	Chris Dawson, New South Wales
0:26:63	Kenneth Dundas, Arbroath
0:26:90	Philip Longhurst, Sudbury

BIG SNOWMAN

1:38:56	Philip Longhurst, Sudbury
1:39:30	Jay Scott, Fort William
1:41:26	David Dennison, Welwyn Garden City
SHINGET	Pock

1:34:80	Philip Longhurst, Sudbury
1:35:23	Kevin Seeney, Bury St Edmunds
1:37:63	Jay Scott, Fort William
1:38:50	Rob Pierce, Salisbury
1:40:56	John Brennan, Bicester

NIGHT HIGHWAY

1:29:36	Kevin Seeney, Bury St Edmunds
1:31:43	John Lambregts, The Netherlands
1:31:20	Chris Dawson, New South Wales
1:31:60	Rob Pierce, Salisbury
1:32:66	Kenneth Dundas, Arbroath
GDACE	VALLEY

GRASS	VALLEY
1:41:63	Kevin Seeney, Bury St Edmunds
1:42:26	Rob Pierce, Salisbury
1:43:43	Chris Dawson, New South Wales
1:44:86	Kenneth Dundas, Arbroath
7105000	John Lambroote The Notherland

UIZZY	LAND
1:35:76	John Lambregts, The Netherlands
1:35:83	Kevin Seeney, Bury St Edmunds
1:36:43	Rob Pierce, Salisbury
1:36:83	Philip Longhurst, Sudbury
	Jay Scott, Fort William

01:34:30	Kevin Seeney, Bury St Edmunds
01:35:83	John Lambregts, The Netherlands
01:36:66	Chris Dawson, New South Wales
01:37:10	Rob Pierce, Salisbury
01:37:83	Kenneth Dundas, Arbroath

SILVER	MOUNTAIN
01:45:33	John Lambregts, The Netherlands
01:45:63	Kevin Seeney, Bury St Edmunds
01:46:16	Philip Longhurst, Sudbury
01:46:63	Jan-Erik Spangberg, Sweden
01.40.03	Vernoth Dunder Ashroth

MINJA L	MINU
0:22:93	John Lambregts, The Netherland
0:23:06	Rob Pierce, Salisbury
0:23:73	Philip Longhurst, Sudbury
0:23:93	Kevin Seeney, Bury St Edmunds
	to a second to the second to t

ANIMAI	LAND TRICK SCORE
5520	Robert Gallagher, Southampton
4484	Kevin Seeney, Bury St Edmunds
4352	Joe Young, Bickerton
2780	Mike Hutton, Kingswear
and the same of	Asiles Denne Misses

igazine Issue 43 2000

Mario Kart 64

LUIGI RACEWAY		
00:36:91	Arif Mollah, Rochdale	
00:43:73	Adam Tucker, Great Yarmouth	
00:48:24	Jon Burrows, Queensland	
00:48:42	Caroline Fawcett, North Horncastle	
00:49:64	Richard Dunn, New Leake	

MOO MOO FARM

01:15:77	Jeffery Van der Aa, Netherlands
01:16:55	James Eyre, Leicester
01:18:74	Arif Mollah, Rochdale
01:19:26	Adam Tucker, Great Yarmouth
01:20:51	lames Allsonn, Alvaston

KOOPA TROOPA BEACH

01:20:86	Jeffery Van der Aa, Netherlands
01:23:17	James Eyre, Leicester
01:24:04	Adam Tucker, Great Yarmouth
01:24:48	Arif Mollah, Rochdale
01:27:81	Alan Dundas, Arbroath

TRAPPE	SNOWLAND
00:25:33	Arif Mollah, Rochdale
00:25:34	Arthur van Dalen, Netherlands
00:27:45	Alan Pierce, Salisbury
00:27:72	Rob Pierce, Salisbury
00:29:57	Danny Dunn, New Leake

MAKIO	KACEWAT
00:18:80	Arif Mollah, Rochdale
00:27:79	Adam Tucker, Great Yarmouth
00:49:38	David Park, Hebburn
00:51:47	Caroline Fawcett, North Horncastle
00:53:62	Jon Burrows, Queensland

WAKIU	STADIUM
00:18:32	Jeffery Van der Aa, Netherlands
00:18:84	Arif Mollah, Rochdale
00:19:68	Aaron Norris, Western Australia
00:21:22	Richard Dunn, New Leake
00:22:03	Rob Pierce, Salisbury
00:22:17	Danny Dunn, New Leake

CHOCO MOUNTAIN

0:46:08	Jeffery Van der Aa, Netherlands
0:57:96	James Eyre, Leicester
01:00:56	Richard Dunn, New Leake
1:02:98	Arif Mollah, Rochdale
01:20:74	Adam Tucker, Great Yarmouth
	and the same of th

ROYAL RACEWAY

01:19:75	Jeffery Van der Aa, Netherlands
01:24:49	Arif Mollah, Rochdale
01:27:43	Adam Tucker, Great Yarmouth
01:47:73	Jon Burrows, Queensland
01:55:76	James Eyre, Leicester

KALAM	ARI DESERT
00:50:70	Jeffery Van der Aa, Netherland
01:01:43	Arif Mollah, Rochdale
01:09:01	Adam Tucker, Great Yarmouth
01:20:65	James Eyre, Leicester
01:23:84	Jon Burrows, Queensland

00:34:83	Stacy Needham, Bicester
00:34:88	Aaron Norris, Western Australia
00:35:19	Danny Dunn, New Leake
00:37:64	Arif Mollah, Rochdale
01:00:94	Jeffery Van der Aa, Netherlands

RAINBOW ROAD

04:04:92	Adam Tucker, Great Yarmou
04:04:70	Arif Moliah, Rochdale
04:07:89	Jamie Eccles, California
04:15:95	Alan Dundas, Arbroath
04:18:57	Charles Nuttall, Oldham

DANSH	EE DUAKUWALK
00:52:31	Jeffery Van der Aa, Netherlands
00:58:76	Jon Burrows, Queensland
01:20:52	Adam Tucker, Great Yarmouth
01:47:28	Arthur Van Dalen, The Netherlan
01:53:66	James Eyre, Leicester

VAY

DONKEY	KONG S JUNGLE PARKY
00:28:81	Arif Mollah, Rochdale
00:29:03	Aaron Norris, Western Australia
00:31:28	Jeffery Van der Aa, Netherlands
00:31:94	Danny Dunn, New Leake
00:35:01	Rob Pierce, Salisbury

SHEKDET LAND			
	01:35:89	Jon Burrows, Queensland	
	01:41:19	Adam Tucker, Great Yarmouth	
	01:43:24	James Eyre, Leicester	
	01:44:20	Arif Mollah, Rochdale	
	01:51:69	James Eyre, Donington Le Heath	
	01:53:24	Alan Dundas, Arbroath	
		the second second second	

01:12:59	Jeffery Van der Aa, Netherlands
01:20:90	Adam Tucker, Great Yarmouth
01:58:95	Jon Burrows, Queensland
02:02:79	James Eyre, Leicester
02:03:39	Arif Mollah, Rochdale

TOAD'S TURNPIKE

5:52	Jeffery Van der Aa, Netherlands
3:33	Arif Mollah, Rochdale
5:53	Jon Burrows, Queensland
6:27	Adam Tucker, Great Yarmouth
6:63	James Allsopp, Alvaston

Star Wars: Rogue Squadron

AMBUSH AT MOS EISLEY
00:35 Richard Dunn, New Leake
00:45 Arif Mollah, Rochdale
00:56 Jan-Erik Spangberg, Sweden
00:57 Darren Harris, Birmingham
01:01 Ben Webster, Millbridge

RENDEZOUS ON BARKHESH

05:10	Paul Nicholls, Coventry
05:13	Darren Harris, Birmingha
05:19	Richard Dunn, New Leake
	John Brennan, Bicester
05:19	John Brennan, Bicester

THE JE	AKCH TOK THE HOMMAN
03:29	Arif Mollah, Rochdale
03:31	Richard Dunn, New Leake
04:08	Karl Jobst, Australia
04:11	Darren Harris, Birmingham
04:30	John Brennan, Bicester

INE JA	DE MICON
01:02	Richard Dunn, New Leake
01:15	Jan-Erik Spangberg, Swede
01:17	Darren Harris, Birmingham
01:18	Arif Mollah, Rochdale
01:36	Paul Nicholls, Coventry

DEFECTION AT CORELLIA

07:29 Jan-Erik Spangberg, Sweden 07:50 Karl Jobst, Australia 08:10 Arif Mollah, Rochdale 09:02 Chris Handley, Notts 09:09 John Brennan, Bicester

THE LIBERATION OF GERRARD V

Arif Mollah, Rochdale Richard Dunn, New Leake Jan-Erik Spangberg, Sweden Karl Jobst, Australia

IMPERIAL CONSTRUCTION YARDS

01:51	Richard Dunn, New Leake
02:03	
02:12	Arif Mollah, Rochdale
02:22	Philip Munt, Surrey
02:27	John Brennan, Bicester

ASSAULT ON KILE II

, WOOL	OH HILL II
01:55	Richard Dunn, New Leake
02:39	Arif Mollah, Rochdale
05:17	Karl Jobst, Australia
05:55	Ian Lawlor, Churwell

RESCUE ON KESSEL

0:24	Richard Dunn, New Leake
0:24	Jan-Erik Spangberg, Sweden Karl Jobst, Australia
0:26	
0:34	John Brennan, Bicester

Paul Nicholls, Coventry

97:36 Richard Dunn, New Leake
97:36 Richard Dunn, New Leake
98:31 Darren Harris, Birmingham
98:47 Arif Mollah, Rochdale
99:01 John Brennan, Bicester
9:28 Karl Jobst, Australia

BATTLE ABOVE TALORAAN

Arif Mollah, Rochdale Danny Dunn, New Leake Jan-Erik Spangberg, Sweden Darren Harris, Birmingham Ian Lawlor, Churwell

ESCAPE	FROM FEST
05:29	Arif Mollah, Rochdale
05:29	Karl Jobst, Australia
06:21	John Brennan, Bicester

04:48	Ian Lawlor, Churwell
05:04	Karl Jobst, Australia
05:05	Darren Harris, Birmingham
05:10	Arif Mollah, Rochdale
05:11	John Brennan, Bicester

KAID	UN SULLUST
1:25	Arif Mollah, Rochdale
1:43	Richard Dunn, New Leake
1:55	Darren Harris, Birmingham
2:54	Ian Lawlor, Churwell

MOFF	SEERDON'S REVENG
04:01	Arif Mollah, Rochdale
04:08	John Brennan, Bicester
05:50	Paul Nicholls, Coventry
06:00	Karl Jobst, Australia

THE BATTLE OF CALAMARI

02:37	Richard Dunn, New Leake
03:07	Jan-Erik Spangberg, Sweder
03:11	Arif Mollah, Rochdale
03:20	Darren Harris, Birmingham
05:07	Karl Jobst, Australia

Jan-Erik Spangberg, Sweden Karl Jobst, Australia Arif Mollah, Rochdale Danny Dunn, New Leake

THE DEATHSTAR TRENCH RUN

01:54	Richard Dunn, New Leake
01:56	Jan-Erik Spangberg, Sweden Ben Webster, Millbridge
01:58	Ben Webster, Millbridge
01:58	Arif Mollah, Rochdale
02:00	Karl Johet Australia

Fighter's Destiny

RECORD ATTACK: FASTEST

0.10.12	Darren Harris, Diriningham
0:20:60	Gavin Deadman, Biggin Hill
0:20:91	Ben Atkinson, Newcastle-Upon-Tyn
0:23:64	Mark Hughes, Birmingham
0:33:82	Jan-Erik Spangberg, Sweden

RECORD ATTACK: RODEO

7:44:55	James Eyre, Leicester
6:58:30	Nicholas Davies, Longfield
5:26:35	Jon Quarrie, Stapleford
2:55:24	Paul Culshaw, Welwyn Garden City

Keith Cooper, Edgbaston

WAREHOUSE

SCHOOL

7898079 Chris Webb, Gloucester

4758731 Chris Webb, Gloucester

Chris Webb, Gloucester

Chris Webb, Gloucester

leil Bartlett, Kent

SKATEPARK

RECORD ATTACK: SURVIVAL		
229 wins	Russell Murray, Bournemouth	
101 wins	Gavin Deadman, Biggin Hill	
100 wins	James Eyre, Leicester	
100 wins	Darren Harris, Birmingham	
93 wins	Nicholas Davies, Longfield	

Tony Hawks **Skateoarding**

DOWNHILL JAM

1819142 Chris Webb, Gloucester

Chris Webb, Gloucester

3385784 Chris Webb, Gloucester

15684647 Chris Webb, Gloucester

DOWNTOWN 1533868 Chris Webb, Gloucester

ROSWELL

BURNSIDE

STREETS

Donkey Kong 64

RAMBI ARENA

216	Sean Matthews, Paisle
212	Kris Christopher, Maest
202	James Eyre, Leicester
202	Chris Webb, Gloucester
186	Yiannis Zavros, Cyprus
_	

ENGUARDE ARENA

365	
255	James Eyre, Leicestershire
250	Anthony Hooley, Breastor
250	Trent Green, Australia
250	Chris Webb, Gloucester

JETPAC AR	CADE GAME
661910	James Eyre, Leicester
655360	Jeffery Van der Aa, Netherlands
50650	Trent Green, Australia
24060	Anthony Hooley Breaston

DONKEY KONG ARCADE GAME

2900	Yiannis Zavros, Cyprus
2400	Chris Webb, Gloucester
0600	John Lambregts, Holland
0500	James Eyre, Leicester
9100	Jeffery Van der Aa, Netherland

Duake 11

This month we want to see as many world records set as

possible for International Track And Field Summer Games. Warm up those thumbs and get the plasters ready because it's button bashing time! If you can grab a world record on all 14 events and then still have the strength to drop the times in the post then you'll be in with a very good chance of becoming our next Scorezone winner!

There can be only one! Well, only one a month anyway. Every issue the ScoreZone gaming champion who picks up the coveted accolade of Ultimate Player,

wins themselves a rather spiffy Top Drive 3-in-1
Steering Wheel from Logic 3! This cool piece of kit is
compatible with your N64 (obviously) but also works
with the PlayStation and the now antique Sega Saturn,
so it's perfect for anyone flirting with more than one format.

> Any readers not quite adept enough to make Ultimate Player can get the Top Drive wheel for £44.99 from Logic 3 on (0208) 902 2211!

CENTRAL COMPLEX COMMUNICATIONS CENTRE INTELLIGENCE CENTRE STROGG OUTPOST

DOG MINISTER

Welcome to the Not Nintendo section of 64 MAGAZINE where we cover anything and everything that we think is cool but which just doesn't have a whole lot to do with the N64! This issue we've gone competition mad, with Thunderbirds toys, Star Wars Lego and X-Men movie stuff to give away. Oh... and check out the rather groovy robotic puppy Teksta and the ultra cool Interactive Yoda! Toys were never this good when we were kids...

Teksta

Have you always yearned for your own pet dog but you just couldn't accept the responsibility for the feeding, the walking and – worst of all – the cleaning up after it? Well yearn no longer because now there's an alternative! Teksta the interactive robot puppy is the next best thing to having a real dog. He's cheap to feed, easily cared for and can perform all sorts of tricks from singing, dancing and (ahem)

from singing, dancing ar farting through to much more advanced stuff like card tricks! We got Teksta in the office and were instantly smitten with him – so much so that we just couldn't face giving him back! You can adopt your own robot puppy for

around £49.99,

on sale now

toy stores!

from all good

Interactive Company of the Company o

The force is strong with this one! Fancy yourself as a bit of a Jedi Knight? Then this is one toy you absolutely cannot miss out on! This latest groovy product from Tiger Electronics - the people who brought us Furby, Gizmo and Poo-Chi - is quite simply ahead of its time. Using the special lightsaber, Yoda speaks to you and teaches various ledi techniques across four difficulty levels: apprentice, Jedi, Jedi Knight and Jedi Master. Thanks to advanced movement sensors Yoda actually watches how you perform and then offers advice, encouragement or chastisement depending on your performance. You really have to

play with this toy to believe

available from all good toy

it! Interactive Yoda is

stores priced £39.99

(including lightsaber)

Die Hard With A Vegeance



Detective John McClane (Bruce Willis) proves that it's not necessarily third time lucky when he has yet another 'very bad day', this time accompanied by a racist black shopkeeper (played by Samuel L Jackson) who gets caught in the crossfire. Die Hard With A Vengeance - the third movie in the series - is packed with explosive action at every turn as a sinister German terrorist (Jeremy Irons) quite literally turns New York City upside down as part of a nefarious plot. Die Hard With A Vengeance is available now on **DVD** from Touchstone video priced £15.99.

Lego Football Championship Challenege

Lego has come up with a top new range of models for all the football fans out there. Ranging from approximately £4.99 to £39.99, Lego Football sets allow you to create your

own playable football fields and because it's Lego what you create is only limited by your imagination! With products like Team Buses, Stadiums and the Championship Challenge set
(pictured) you can
create all sorts of
conventional - or
weird - football
pitches and then
challenge friends to
a game! Each player
is mounted on a

spring-loaded base and the pitches have been cleverly designed so that someone always gets the ball. The Lego Football range is in all good toy stores now!





ou'd be hard-pressed never to have heard of Thunderbirds! Gerry

Anderson's classic puppet adventure series is still thrilling kids across the world even now, years after it was first created. The characters and vehicles are instantly recognisable and now you can buy all your favourite models and characters from the series. Each model has a sound-chip containing authentic phrases from the original TV series that you can access at the push of a button so you could conceivably film your own Thunderbirds episodes at home!

Of course, you won't have to shell out the cash for these toys if you're lucky enough to win our competition because we've got three sets of Thunderbirds Soundtech models to give away to lucky 64 MAGAZINE readers. Each set comprises:

- ► One Tracey Island (better than the one they built on Blue Peter!)
- ► One Set of Talking Action figures (Alan Tracy, Scott Tracy and Virgil Tracy).
- ► One Soundtech Vehicle Assortment (Thunderbird 1, Thunderbird 3 and FAB 1).

To get yourself one of these rather groovy sets you just need to answer a few simple questions...

QUESTION ONE: Which of these is NOT

- a Thunderbirds character?
- A: Scott Tracy
- B: Dick Tracy
- C: Alan Tracy

QUESTION TWO: Which other famous Gerry Anderson series concerned the adventures of a futuristic submarine?

- A: Stingray
- B: The Moomins
- C: Who Wants To Be A Millionaire?

QUESTION THREE: Which of these is NOT a puppet? (At least we hope not.)

- A: Gordon The Gopher
- B: Orville The Duck
- C: Tony Blair

Stick your answers on an amusing postcard and send them to Thunderbirds Are Go! Compo, 64 Magazine, Paragon Publishing, St Peters Road, Bournemouth, Dorset, BH1 2JS. All entries must arrive by 7 September 2000.









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and above

If a game gets a 64 Sizzler then it's a game that's well worth buying.



The Gold Medal Award only goes to those few games that you absolutely must own!



Game Name

Self-explanatory really!

Company

The company that sells it

Players 6

How many players can take part?

Memory

Does it make use of the Controller Pak?

Rumble Pak

Does it make use of the Rumble Pak?

Expansion Pak

Does it make use of the Expansion Pak?

Is it available in the UK?

UK Game 💥

Issue

The issue it was last reviewed

Score

The percentage rating we've given it

Comment

What we think of it!

GENRE

DESCRIPTION

ADVENTURE Games involving exploration and problem-solving

BEAT-'EM-UP Fighting games, rather obviously!

PARTY/PUZZLE Designed for multiple players, or a brain teaser

PLATFORM Games that involve precise jumps and acrobatics

RACING Mostly (but not always) involving cars racing each other

SHOOT-'EM-UP The main objective? Kill 'em all!

SPORTS Football, basketball, American football, golf... whatever you're into

STRATEGY/SIMULATION Games that test your brain rather than your reflexes

The complete guide to every N64 game ever reviewed:

elcome to the Nindex! This section of the magazine contains information on every game we've ever reviewed in ultra-condensed form, thus allowing you to compare different games at a glance.

If you want to get the lowdown on any N64 game that's been covered in a previous issue then this is your one-stop buyer's guide. The Nindex is updated each month and every issue we'll be re-evaluating games from past issues on a regular basis to see just how well they compare to the latest N64 titles. If you need game info then this is where to look!



RAFT 64	77
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1: PERFECT DARK

2: STAR









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64 Magazine Issue 43 2000



Gama Nama	Company	60				Issue	Score	Comment
Game Name 1080° Snowboarding	Company Nintendo	1-2	least 1			15sue	Score 82%	The best snowboarding game on any machine!
40 Winks	GT Interactive	1-2				32	69%	Decent but unoriginal platformer with some annoying gameplay flaws.
The Cartest and	Activision	1		-	•	29	50%	Mediocre movie licence aimed at younger players.
A Bug's Life	Video System	1-2				15	20%	Abysmal, sluggish air combat 'game'.
Aero Fighters Assault	ASCII	1-2	•		•	15	40%	Slow and unplayable Wipeout rip-off.
Aero Gauge		1-2			- meril	14	73%	Hoverboard game of mixed playability.
Airboarder	Human				•	16	84%	Good but bugged hi-res baseball game.
All-Star Baseball '99	Acclaim	1-4	-			27	85%	Improved version of the above.
All-Star Baseball '2000	Acclaim	1-4			•			Another great version of this baseball game, only on import though!
All-Star Baseball 2001	Acclaim	1-4	•	•	•	40	85%	
All-Star Tennis '99	Uhi Soft	1-4	•		•	24	70%	Not entirely successful 'real' tennis game.
Armorines: Project Swarm	Acclaim	1-4	-	-	• •	34	81%	Turok-based alien blaster – good but slightly outdated.
Army Men: Sarge's Heroes	300	1-4	•		Stanfa Stanfa	35	74%	Decent 3-D shooter let down by duff camera and controls.
Asteroids Hyper 64	Crave	1-4		•	•	36	42%	Hard-to-play and unnecessary Asteroids update.
Augusta Masters '98	T&E Soft	1-4	•			17	25%	Thoroughly nasty attempt at a golf game.
Automobili Lamborghini	THE Games	1-4	•	•	•	8	68%	Four-player racer, but not realistic or thrilling.
Banjo-Kazooie	Nintendo	1		•	•	16	90%	Excellent (if slightly easy) adventure.
Bassmasters 2000	THQ	1-2	•	•		36	84%	Surprisingly playable fishing game.
Battletanx	300	1-4	•	•		26	78%	Doesn't look like much, but it's a good multiplayer blast!
Battletanx: Global Assault	300	1-4	•	•		37	88%	Much improved graphics, more tanks and better combat!
Battlezone: Rise Of The Black Dogs	Crave	1-4	•	•		37	69%	Graphically disappointing but fun shooter with a mixing of strategy
Beetle Adventure Racing	EA	1-4	•	•	•	25	83%	Fantastic mix of racing and exploration. With VW Beetles.
Bio Freaks	GT Interactive	1-2	•	•	•	19	82%	Ultra-violent futuristic fighter with lots of gore.
Blast Corps	Nintendo	1	•		•	3	80%	Odd but entertaining driving/strategy/blow-'em-up combo.
Body Karvest	Gremlin	- 1	-	•		20	82%	Time-travel action where you wipe out glant alien bugs.
Bomberman 64	Nintendo	1-4	•		•	9	80%	Bomb-chucking platformer with disappointing battle game.
Bomberman Hero	Nintendo	1	_		•	21	49%	Shamefully easy platform adventure.
Brave Spirits Wrestling	Hudson	1-4	• .		Ť	12	65%	Sub-par Japanese wrestling game.
		1-2		•		18	82%	Weapon-filled insect shooter with bad fogging.
Buck Bumble	Ubi Soft	1-2		Count's		15	91%	Simple but addictive puzzle/battle game.
Bust-A-Move 2	Acclaim		÷	_	•	_		As BAM2, but now for four players!
Bust-A-Move 3DX	Acclaim	1-4		•		22	90%	Life and The Control of the Control of Contr
California Speed	Midway	1-2	•			26	45%	Tragically bad sequel to Cruis'n USA and World.
Carmageddon 64	SCi	1-2	•	•	•	35	0%	Yes, zero percent! Absolutely the worst N64 game ever!
Castlevania	Konami	- 0	•		•	24	85%	Spooky vampire adventure, let down by dodgy camera.
Castlevania: Legacy of Barkness	Activision	- 1	•	•	• •	37	86%	Very similar to the first game but great fun all the same!
Chameleon Twist	Ocean	1-4			•	10	64%	Simple and easy tongue-orientated platformer.
Chameleon Twist 2	Sunsoft	1	•	•		23	75%	More of the same, and still too easy.
Charlie Blast's Territory	THE Games	4		•	•	29	68%	Odd puzzle game with a good multiplayer mode.
Chef's Luv Shack	Acclaim	1-4			•	34	69%	South Park version of Mario Party – more a renter than a buyer.
Chopper Attack	GT Interactive	1		•		18	70%	Plodding Desert Strike-style game with clumsy controls.
Clayfighter 63 1/3	Interplay	1-2			•	8	8%	The second-worst game on the N64 after Carmageddon!
Command & Conquer	Nintendo	1		•	• •	30	90%	Graphically updated and still ultra-playable strategy game.
Cruis'n USA	Nintendo	1-2			•	10	22%	Dated and dismal driving drudgery.
Cruis'n World	Nintendo	1-4		•	•	18	23%	A sequel that's nearly as bad as the original!
Cyber Tiger	EA Sports	1-2	•	•	•	37	83%	A fun little golf game with some nice features!
Daikatana	Kemco	1-4	•	•		38	90%	An intelligent first-person shooter – whatever next!
Dark Rift	Vic Tokai	1-2	•		•	4	47%	Bland and derivative fighter offering nothing exciting.
Destruction Derby	THO	1-4	•	•	•	34	74%	Fun but short-lived car smashing racer.
Diddy Kong Racing	Rare	1-4	0	•	-	7	84%	Fun mix of racing and exploration.
Donkey Kong 64	Nintendo	1-4	_			34	93%	Huge platform adventure that's like Banjo, only more so.
A STAN STAN STAN STAN STAN STAN STAN STA	GT Interactive	1	•		•	1	70%	Atmospheric but dated upgrade of the old PC classic.
Boom 64		÷				3	30%	Snoozesome Japanese Mario clone for kids.
Doraemon	Epoch					9	18%	Appalling fighter that offers no challenge whatsoever.
Dual Heroes	Hudson	2	•		-			
Duke Nukem 64	GT Interactive	1-4	•		•	7	81%	Good conversion of the PC one-linerthon.
Duke Nukem: Zero Hour	GT Interactive	1-4	•	-		27	89%	Fine allen blaster with the hard-as-nails hero.
Earthworm Jim 3D	Virgin	1		•	•	33	87%	Thoroughly mad and highly entertaining platformer.
ECW Hardcore	Acclaim	1-4	•	•		37	64%	Rather disappointing wrestling game not up to the usual Acclaim standar
EPGA Tour Golf	Infogrames	1-4		•	•	36	67%	Slow and clumsy golf sim.
Excitebike 64	Nintendo	1-4			•	41	94%	Motorcycle racing has never been so good!
Extreme G	Acclaim	1-4	•	•	•	7	77%	Futuristic bike racing game – hard to control.
F1 Pole Position	Ubi Soft	1-2	•		•	6	63%	Early, now outdated Formula 1 game.
F-1 World Grand Prix	Nintendo	1-2		•	•	18	94%	Excellent, though very hard, Formula 1 simulation.
And the Contract of the Contra		a believe of		and the same	The Party Land	- Cathania	A STATE OF THE PARTY OF THE PAR	

1-2 • • • 30 90% Slightly faster sequel, but not really a big advance.

F-1 World Grand Prix II

Nintendo







L	Perrect Bark	99%
2	Goldeneye	95%
3	Quake II	93%
4	Vigilante 8:	020/

	Second Offense	92%
5	Rainbow Six	90%

FIGHTING GANTES



- WWF Wrestlemania
- 2 Super Smash Bros 87%
- 3 WWF Warzone 86%
- 4 Mortal Kombat 4 86%
- 5 Xena: Warrior Princess 85

Game Name	Company					leeug	Score	Comment
		- 44						
FIFA 64	EA Sports	1-4	•	_	•	2	19%	A travesty of The Beautiful Game, awful in every way.
FIFA '99	EA Sports	1-4	•	•	•	24	89%	Best of the FIFA series, until the next one!
FIFA: Road To World Cup '98	EA Sports	1-4	•		•	9	80%	Vastly better than FIFA 64, but now replaced by FIFA '99.
Fighter's Destiny	Ocean	1-2	•	•	•	11	80%	One of the better N64 fighters.
Fighting Force 64	Crave	2	•	•		29	62%	Past-it PlayStation port.
Flying Dragon	Interplay	1-2	•	- 6	•	30	78%	Fun fighting game, though it's not exactly Street Fighter!
Forsaken	Acclaim	1-4		•	•	14	86%	A kind of turbo Descent – good, but some levels very short.
F-Zero X	Nintendo	1-4		•	•	17	90%	Ultra-fast, super-smooth hi-tech racer. Very challenging.
GASP!! Fighters' Nextreme	Konami	1-2	•	•	•	21	62%	Jerky, mediocre game with a fighter Creation mode.
Gauntlet Legends	Midway	1-4	•	•	•	33	82%	Worthy update of the arcade classic with a few minor flaws.
Gex: Enter The Gecko	GT Interactive	1	•		•	18	80%	Lizardly platformer that spoofs films and TV shows.
Gex 3: Deep Cover Gecko	Crave	1	•	•	•	33	73%	Competent but utterly unoriginal platform sequel.
The Glory Of St Andrews	Seta	1-4				3	10%	Hilariously bad shot at doing an N64 golf game.
Glover	Hasbro	1		•	•	20	85%	Appealing platform/puzzle game crossbreed.
Goemon 2	Konami	1-2				24	80%	Enjoyable side-on platformer.
Goldeneye	Nintendo	1-4		•	(0)	5	95%	The best multiplayer game on N64! Great for lone players too.
GT 64	Ocean	1-2	•	•	•	16	64%	Clunky, unrealistic and dull racing game.
Harvest Moon	Natsume	1				39	84%	Farming fun with this mad RPG – and it's pretty good!
Hexen	GT Interactive	1-4				5	30%	Completely crap port of the PC Doom-with-wizards title.
Holy Magic Century	Konami	11			. •	21	54%	Attractive, but repetitive, junior RPG with too many random battles.
Hot Wheels Turbo Racing	EA	1-2	•	•		35	60%	Easy and rather dull kid-oriented racer.
Hybrid Heaven	Konami	1-2	•	•		32	81%	Interesting sci-fi adventure let down by a few rough edges.
Hydro Thunder	Midway	1-4	•	•	• •	38	88%	Another great N64 racing game, but this time with boats instead of cars
Iggy's Reckin' Balls	Acclaim	1-4	•	•	. •	17	83%	Odd mix of racer and platformer that's quite good fun.
In-Fisherman Bass Hunter 64	Take 2	1-2		•	• •	33	84%	Oddly compelling fishing sim, but not for everyone.
International Track and Field: Summer Games	Konami	1-4	•	•	•	39	90%	Classic button-bashing sporting action on your N64 — joypads beware!
ISS 64 ·	Konami	1-4	•		•	3	93%	Excellent footy game, now bettered by ISS '98.
182 '98	Konami	1-4	•		•	18	95%	The best football game ever. Fact!
Jeremy McGrath Supercross 2000	Acclaim	1-4	•	•	• •	41	79%	Above-average off-road motorcycle racing.
J-League Dynamite Soccer	Imagineer	1-4	•		_	6	44%	Dodgy Japanese super-deformed football title.
J-League Eleven Beat 1997	Hudson	1-4	•			8	60%	Another J-League game with comedy players.
J-League Perfect Striker 2	Konami	1-4	•	•		31	88%	Japanese ISS update that offers very few new features.
Jeopardy!	Take 2	1-3	-	-		14	30%	Pathetic attempt to bring an American game show to N64.
Jet Force Gemini	Rare	1-4		•	•	33	90%	Huge all-action adventure game.
John Madden 64	EA Sports	1-4	•	•		8	76%	Syrup-sporting American football game.
Ken Griffey Jr's Slugfest	Nintendo	4	•	•	•	29	70%	Not very impressive baseball game.
Killer Instinct Gold	Nintendo	1-2	•			3	70%	Rare-produced fighter where button-hammering beats skill.
Kirby 64: The Crystal Shards	Nintendo	1-4		•		40	86%	Madcap cartoon platform action — Japanese-style!
Knife Edge	THE Games	1-4				22	26%	and the contract of the contra
Knockout Kings 2000	EA Sports	1-2	•			33	90%	Mind-numbingly boring on-rails shooter.
Millockous Millys 2000	rw shorrs	1-2				33	30%0	Highly playable boxing sim featuring genuine fighting legends.



64 Magazine Issue 43 2000

Issue 37 marked 64 Mag's third birthday (we have more than

12 issues a year see?) and also the third anniversary of the N64. There seem to have been a lot more N64 games around in those days too... but were they any good?



CASTLEVANIA: LEGACY OF DARKNESS

Konami • £44.99 • Original Rating: 86%
Six months on and this spooky adventure still plays great – but then since it was pretty much Konami's second attempt at basically the same game that's to be expected!



BATTLEZONE: RISE OF THE BLACK DOGS

Crave • £39.99 • Original Rating: 79%
Although this game is pretty good fun, once you've completed it there's not really anything to draw you back to it.
The graphics were fairly dated even back then!



BATTLETANX: GLOBAL ASSAULT

EA Sports • £39.99 • Original Rating: 88% This was great fun to play the first time around and a definite improvement over the first Battletanx game (which only ever appeared on import). The excellent multiplayer mode has ensured longevity.

	•	
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96%

94%

Game Name	Company	ion -		**	Issue	Score	Comment
The Legend Of Zelda: Ocarina Of Time	Nintendo	1	•	•	21	96%	Nintendo's tour de force — one of the best games ever written!
Lode Runner	Infogrames	1	•	•	28	82%	Tough mix of platformer and puzzle game.
Lego Racers	Lego	1-4	• •	•	34	76%	Simple, kid-oriented racer with customisable cars.
Let's Smash	Hudson	1-4			21	90%	Very playable anime-style tennis game.
Lylat Wars	Nintendo	1-4	•	•	5	87%	N64 remix of the SNES Starfox, but not quite as engrossing.
Mace: The Dark Age	GT Interactive	1-2		•	7	70%	Run-of-the-mill medieval fighter.
Madden '99	EA Sports	1-4	•		31	80%	Decent American football game that's a bit behind the times.
Magical Tetris Challenge	Capcom	1-2		•	24	65%	Tetris with Mickey Mouse. Stunning. (Note the sarcasm.)
Mario Golf	Nintendo	4	•	•	29	88%	Tremendous golfing fun with Mario and pals.
Mario Kart 64	Nintendo	1-4	5-11		3	78%	Disappointing update of the SNES classic, with duff battle arenas.
Mario Party	Nintendo	1-4	•	•	24	80%	Fun but simple multiplayer party game.
Mario Party 2	Nintendo	1-4	•		37	81%	More of the same, so if you liked the original
Michael Owen's WLS 2000	THQ	4	•	•	31	90%	Excellent football game with hi-res graphics as standard.
Micro Machines 64 Turbo	Codemasters	1-8	•	•	23	90%	Superb eight-player (yes, eight) party racing game.
Mike Piazza's Strike Zone	GT Interactive	1-2	•		30	40%	Humdrum baseball game that pales alongside All-Star Baseball.
Milo's Astro Lanes	Interplay	1-4	•	•	33	73%	Oddball bowling game set on alien planets.
Mischief Makers	Nintendo	1		•	7	82%	Strange but enjoyable old-school 2-D platformer.
Mission: Impossible	Infogrames	1	•		18	48%	Utterly tosh conversion of the Tom Cruise film.
MK Mythologies: Sub-Zero	GT Interactive	1 •	•	•	9	46%	Risible attempt to add platforms to the Mortal Kombat franchise.
Monster Truck Madness	Take 2	1-4	•	•	31	54%	Crap physics and bugs let down a potentially good racing game.
Mortal Kombat 4	GT Interactive	1-2	•	•	19	80%	Finally, a decent Mortal Kombat game on the N64!
Mortal Kombat Trilogy	GT Interactive	1-2		•	3	32%	Diabolically had heat-'em-up.
Multi Racing Championship	Ocean	1-2	•	•	5	52%	Feeble attempt to make a rallycross game.
Mystical Ninja Starring Goemon	Konami	1 •	4	•	13	80%	Wacky RPG/platformer set in a comedy ancient Japan.
Mystical Ninja 2 Starring Goemon	Konami	2 •	•	•	29	85%	Enjoyably wacky old-style platform adventure.
NASCAR '99	EA Sports	1-2	•	•	20	52%	Not very good racing sim that's as dull as the real sport.
Nagano Winter Olympics	Konami	1-4		•	10	65%	Mixed bag of chilly sporting events.
NBA Courtside	Nintendo	1-4	•	•	16	85%	Probably the best of the many N64 basketball games.
NBA Hangtime	GT Interactive	1-4		•	5	45%	Rubbishy arcade conversion full of silly power moves.
NBA In The Zone 2000	Konami	1-4	•		39	70%	Another fairly average basketball game with a few nice ideas.
NBA Jam '99	Acclaim	1-4	•		22	83%	Good basketball game that doesn't stand above its competitors.
NBA Jam 2000	Acclaim	1-4		•	35	84%	One of the best N64 basketball games.
NBA Live 2000	EA Sports	1-4	•	•	36	75%	Ordinary basketball game with a few nice gimmicks.
NBA Live '99	EA Sports	1-4	•	•	22	75%	Yet another NBA game, offering nothing that stands out.
NBA Pro '98	Konami	1-4	•	•	12	70%	Uninspiring basketball game with very blurry visuals.
NBA Pro '99	Konami	1-4	•		27	59%	Highly disappointing basketball title.
NBA Showtime: NBA On NBC	Midway	1-4	•		42	78 %	Yet another average basketball game.
NFL Blitz	GT Interactive	1-2	•	•	22	85%	Américan football game played for laughs and arcade-style action.
NFL Quarterback Club '98	Acclaim	1-4	•		7	80%	Hi-res American football game.
NFL Quarterback Club '99	Acclaim	1-4		•	21	89%	Updated and improved version of NFL QBC '98.

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1 Zelda

2 Resident Evil 2

3 Silicon Valley



N64 to enhance your gaming pleasure, these are the ones we recommend most highly!

Nintendo Controller

NINTENDO • £19.99

Without a doubt the best controller you can get for the N64 - since it comes from Nintendo, you'd certainly hope so! If you want to

engage in multiplayer fun we recommend that you get yourself a full set.



JOYTECH • (01525) 852900 • £59.99 One of the best wheels around, the Grand Prix - which has an official Jordan team licence - has responsive controls and a realistic feel. It's also very easy to set up, making it a definite race-winner!

4 Meg Memory Card

DATEL • £29.99

Non-Nintendo memory cards have a reputation for being somewhat dodgy and prone to losing your saved game data, but Datel's cards are generally considered the most reliable of the

bunch. The 4 Meg model is equal to 16 Nintendo Controller Paks, and lets you access all the pages at once instead of having to flip between them.

Ultra Racer 64

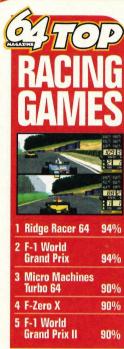
INTERACT • £29.99

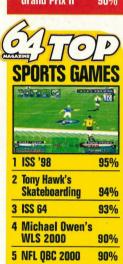
It might look weird, but this is actually a very good mini steering wheel. It's ideally suited to F-1 World Grand Prix, so if you're a Formula 1 addict, this is the one for you!



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Game Name	Company	1					Issue	Score	Comment
NHL Quarterback Club 2000	Acclaim	1-4	•	•	•	•	34	90%	The best American football game you can buy.
NHL '99	EA Sports	1-4	•	•		•	20	88%	The best ice hockey game on the market.
NHL Breakaway '98	Acclaim	1-4	•			•	12	80%	Early attempt at a hi-res sports game. Not bad.
NHL Breakaway '99	Acclaim	1-4	•	•		•	25	74%	Almost identical to Breakaway '98, so out of date!
Nightmare Creatures	Activision	1	•			Maria .	24	55%	Dog-rough attempt at a horror game.
Nuclear Strike	THQ	1	•	•	•	•	42	80%	Fun shoot-'em-up that looks a little dated now.
Off-Road Challenge	GT Interactive	1-2	•	•		•	17	27%	Based on Cruis'n USA, and nearly as bad!
Ogre Battle 64	Nintendo	1					31	77%	Intriguing strategy/RPG scuppered by reams of Japanese text.
Olympic Hockey '98	GT Interactive	1-4	•	•		•	12	70%	Tepid reworking of Wayne Gretzky with Olympic teams.
Paperboy	Midway	1	•	•			34	41%	Horribly ill-conceived attempt to update a classic arcade game.
Penny Racers	THO	1-4	•	•		•	23	66%	Slow and annoying toy racer with a track-building mode.
Perfect Dark	Rare	1-4		•	•	•	41	98%	The best shoot-'em-up the world has ever seen!
Pilotwings 64	Nintendo	1	•			•	1	76%	Slow but intriguing flight sim (of sorts) with lots to do.
Pokémon Snap	Nintendo	1					32	88%	Strange but compelling photo-safari game.
Pokémon Stadium	Nintendo	1-4	CHECK DE	•			39	88%	Batter insufferably cute monsters to death in gladiatorial-style arenas!
Premier Manager 64	Gremlin	4	•			•	29	85%	Surprisingly engrossing footy management sim.
Puyo Puyo-Sun 64	Compile	1-2			V/18		8	87%	Simple but horribly addictive Tetris-style puzzler.
Puzzle Dama	Konami	1-4	•			1-05 X	16	80%	Similar to Puyo Puyo, but not quite as good.
Quake	GT Interactive	1-2	•	•		•	13	74%	Slightly disappointing PC conversion, which only supports two players
Quake II	Activision	1-4	•	•	•	•	30	93%	Excellent shoot-'em-up with a superb multiplayer game.
Racing Simulation: Monaco Grand Prix	Ubi Soft	1-2	•	•		•	25	87%	Easier to get into than F-1 WGP, and nearly as good.
Rainbow Six	Take 2	1-2	•			•	34	90%	Excellent, complex and tactical first-person shooter.
Rakuga Kids	Konami	1-2	•			0	21	79%	Quirky fighter for younger gamers – not much skill needed.
Rampage: Universal Tour	GT Interactive	1-3	•	•		•	26	25%	Gets tedious after about five seconds of play!
Rampage World Tour	GT Interactive	1-3	•	•		•	13	38%	Boring conversion of a dull old arcade game.
Rat Attack	Mindscape	1-4	•	•		•	42	82%	Manic retro-style arcade action that's great in multiplayer.
Rayman 2: The Great Escape	Ubi Soft	1	•	•	•	•	33	94%	Graphically gorgeous platform game with a lot of challenge.
Ready 2 Rumble	Midway	1-2	•	•		•	34	75%	Unsuccessful N64 port of the much better Dreamcast game.
Resident Evil 2	Virgin/Capcom	1	NIAS.	•			35	94%	Fantastic (and gory) zombie-filled adventure.
ReVolt	Acclaim	1-4	•	•	•	•	30	80%	Genuinely enjoyable radio-controlled car racer.
Ridge Racer 64	Nintendo	1-4		•			38	94%	The best version of Ridge Racer so far and the hottest racing game on the N64
Road Rash 64	THO	1-4	•	•	•	•	34	79%	Looks hideous, but plays surprisingly well.
Roadsters	Titus	1-4	•	•	•	•	33	86%	Crisply-drawn and fun, if unoriginal, sports car racing game.
Robotron 64	GT Interactive	1-2	•				17	79%	No-nonsense classic-style shooter – prepare to wear out your thumb
Rocket: Robot On Wheels	Ubi Soft	1	State of the last	•		•	34	91%	Weird platform adventure with realistic physics.
Rugrats Treasure Hunt	THO	1-4		SYLVE			30	44%	Tedious board game based on the cartoon series.
Rush 2: Extreme Racing USA	GT Interactive	1-2	•				22	80%	SF Rush sequel — better handling, but less exploration.
San Francisco Rush	GT Interactive	1-2	•	•		•	9	70%	Racer with lots of stunts and secrets, but terrible controls.
SCARS	Ubi Soft	1-4	•	•			21	81%	Good multiplayer racer, but doesn't have many tracks.
Shadowgate 64	THE Games			TO SERVICE	MANUFACTURE OF THE PARTY OF THE		30	45%	Brain-grindingly boring adventure with no action.

64 Mags Most Wanted



DONALD DUCK

We're the first mag in the UK to get a play on this and boy does it look hot! Duck Dodgers is going to have his work cut out when he goes up against this little gem of arcade action!



CONKER'S BAD FUR DAY

We're drawing ever closer to this Rare offering which is set to have the cuteness of Banjo-Kazooie and the blood n' guts of Perfect Dark!



RESIDENT EVIL ZERO

There are vicious rumours knocking around that this game will now only appear on the Dolphin... Oy!
Capcom! NOOOOOOOOO!



TUROK 3

We've had a slightly later version of this game in the office since the last feature we did on it and it's shaping up very nicely indeed. Will it be good enough to tear us all away from *Perfect Dark* though?



STARCRAFT 64

The US version was everything we could have dreamed of and more! Now all we've got to do is get hold of UK copies for everyone in the office! Come on Nintendo, bring it on!





ame Name	Company	i o		9			Issue	Score	Comment
hadow Man	Acclaim	1	•	•	•	•	30	90%	Huge, engrossing and tough adult-themed adventure.
hadows Of The Empire	Nintendo	1	•		100	•	1	58%	Duff Star Wars tie-in made up of (mostly dodgy) sub-games.
im City 2000	Imagineer	1	•			lin.	12	60%	Japanese text-filled version of the old PC game.
nowboard Kids	THE Games	1-4	•	•		•	11	83%	Fun comedic snowboard game with lots of special weapons.
nowboard Kids 2	Atlus	1-4		•		£45.	26	80%	Decent sequel that doesn't offer anything new over the original.
outh Park	Acclaim	1-4	•	•	•	•	23	64%	Iffy fast-buck licence based on the Turok 2 game engine.
outh Park Rally	Acclaim	1-4	•	•		•	35	73%	Ingenious, but poorly-done, twist on a standard racing theme.
pace Station: Silicon Valley	Take 2	1		•		•	20	87%	Bizarre but engrossing adventure full of robot animals.
tarcraft 64	Nintendo	1-2		•	•		42	95%	The ultimate in real-time strategy games!
tarshot: Space Circus Fever	Infogrames	1				•	25	42%	Nasty Banjo-Kazooie type game; jerky and totally annoying.
tar Soldier: Vanishing Earth	Hudson	1	10 E S	•			17	65%	Poor attempt to do an R-Type/Axelay shooter on the N64.
tar Wars: Rogue Squadron	Nintendo	1		•	•	•	23	90%	Superb Star Wars combat game, but can get rather repetitive.
tar Wars: Episode 1 Racer	Nintendo	2		-	•	•	28	82%	Very fast, but too easy to provide long-term excitement.
upercross 2000	EA Sports	1-2	•		•	•	35	62%	Turgid dirthike racer let down by dog-slow control system.
	THE Games	1-4					30	14%	Truly appalling game with no playability at all.
uperman uper Mario 64	Nintendo	1					1	92%	The first, and still a great, N64 game.
To gard the manufacture.	AND THE RESIDENCE OF THE PARTY OF THE PARTY.				en en en				
uper Robot Spirits	Banpresto	1-2	535	•			20	49% 87%	Useless giant robot fighter.
iper Smash Brothers	Nintendo	1-4				•			Mario and friends hit each other. Top four-player fun.
magotchi World	Bandai	1-4					11	66%	Japanese board game based on Tamagotchis.
ırzan	Activision	1	_	-	•		39	85%	Cute cartoon platform adventures with Disney's apeman.
z Express	Infogrames	1		•		•	40	82%	More mad cartoon fun from everybody's favourite Devil!
trisphere	Nintendo	1-2				•	10	70%	Interesting but not entirely perfect attempt to move Tetris into 3-D
iR 2	Kemco	1-4	•	•		•	36	76%	Unexciting and frustrating rally racer.
e New Tetris	Nintendo	1-4	•			•	32	80%	Yet another Tetris update, this time with a four-player mode.
nic Trouble	Ubi Soft	1	•	•		•	31	77%	Amusing platformer that's somewhat on the easy side.
ny Hawk's Skateboarding	Activision	1-2	•	•	•	•	38	93%	The only skateboarding game on the N64 – luckily it's fantastic!
p Gear Overdrive	THE Games	1-4		•	•	•	22	65%	Lame follow-up to the much better Top Gear Rally.
p Gear Rally	THE Games	1-2	•	•		•	7	80%	Good racing game with excellent car handling.
y Story 2	Activision	1	•	•		•	36	80%	Decent film conversion adventure.
rok 2: Seeds Of Evil	Acclaim	1-4	•	•	•	•	21	85%	Bloodthirsty and over-large game in the Doom mould.
rok: Dinosaur Hunter	Acclaim	1	•	1	1	•	1	70%	First in the series, plagued by fogging and annoying platform bits.
rok: Rage Wars	Acclaim	1-4	•	•	•	•	33	90%	Excellent deathmatch blaster with very tough bot opponents.
visted Edge Snowboarding	THE Games	1-2	•	•		•	22	70%	Good-looking game let down by duff controls.
Rally '99	Infogrames	1-2		•		•	21	69%	Poor conversion of a good PlayStation game.
igilante 8	Activision	1-4	•	•	•	•	25	85%	Aggressive car-based battle game set in the Seventies.
gilante 8: Second Offense	Activision	1-4	•	•	•	•	36	93%	Gun-toting, wheel-spinning sequel.
rtual Chess	Titus	1-2	•			•	19	65%	It's a lot cheaper just to buy a chess set!
rtual Pool 64	Interplay	1-4				•	24	84%	Nearly as good as playing the real thing!
Vaialae Country Club	Nintendo	1-4	_				18	15%	Another dreadful golf game.
ar Gods	GT Interactive	1-2			5000		6	40%	Completely stupid fighter with crap characters.
		1-2	•			•	,	83%	Excellent jet-ski game, but a sloppy PAL conversion lets it down.
lave Race 64	Nintendo	-						A STATE OF THE PARTY OF T	Good for its time, but now superseded.
ayne Gretzky's 3-D Hockey	GT Interactive	1-4	•			•	5	78%	Constant Control of the Control of t
layne Gretzky's 3-D Hockey '98	GT Interactive	1-4	•			•	10	78%	Update of the above, but no longer the best around.
CW Vs NWO World Tour	THQ	1-4	•	•		•	9	83%	Good multiplayer game, outdone by WWF Warzone.
CW Vs NWO Revenge	THQ	1-4		•		•	20	85%	Update of WCW Vs NWO World Tour; slightly better.
ICW Nitro	THQ	1-4	•	•			31	24%	Ghastly wrestling game that thankfully won't appear in the UK.
letrix	Ocean	1-2	•			•	16	85%	Fantastic water-based puzzle game.
heel Of Fortune	Gametek	1-3		•			10	30%	Pathetic, Jenny Powell-free US version.
inback: Covert Operations	Virgin	1-4	•	•			38	86%	Top Metal Gear Solid-style action with an unfortunate camera.
ipeout 64	Midway	1-4	•	•		•	21	80%	Exciting future racer, but struggles with more than two players.
orld Cup '98	EA Sports	1-4	•			•	14	86%	Yet another update of FIFA.
orld Driver Championship	Midway	2	•	•			29	77%	Disappointing racer that lacks thrills.
orld Soccer 3	Konami	1-4	•				9	86%	Japanese version of ISS 64.
orms: Armageddon	Infogrames	1-4			NO.	•	33	94%	Simple but fantastically playable invertebrate combat.
CW Mayhem	EA	1-4	•	•		•	34	74%	Feeble crack at a wrestling game.
WF Attitude	Acclaim	1-4		•		•	30	87%	Takes Warzone's place as the best wrestling game.
WF Warzone	Acclaim	1-4		•		•	17	86%	Decent wrestler, now superseded by WWF Attitude.
WF Wrestlemania 2000	THO	1-4		•		•	34	93%	The N64's best wrestling game bar none!
THE THEOLIGINAINA LOUD						0.00			
G2	Acclaim	1.0							Sequel to Extreme is but nowhere near as mayanie
G2 ena: Warrior Princess	Acclaim Titus	1-4		•		•	34	70% 85%	Sequel to Extreme G, but nowhere near as playable. Fast and enjoyable mythological beat 'em-up.



1 Bust-A-Move 2 91% 2 Bust-A-Move 3DX 90%

3 Puyo Puyo Sun 64

87% 86%

4 Wetrix

5 Lode Runner 82%





1 Starcraft 64 95% 2 Command & Conquer 90% 3 Premier Manager 64 85% 4 Blast Corps 80% 5 Ogre Battle 64 77%



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1 Carmageddon 0% 2 Clayfighter 8% 3 The Glory Of St Andrews 10% 4 Superman 14%

5 Waialae

Country Club 15%



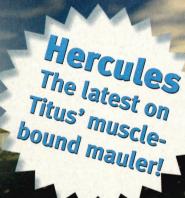






ISS Millennium

We exclusively review what might well be the greatest football game the world has ever seen!







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Issue 44 of Britain's best N64 magazine hits the streets on 7 September it's the only mag you'll ever need!



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Newsagent information

64 MAGAZINE is published by Paragon Publishing Ltd (tel: (01202) 299900, fax: (01202) 299955, http://paragon.co.uk) and is available from your

64 MAGAZINE is distributed by Seymour (tel: 01202 200232) and is fully SOR.

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Please reserve me a copy of 64 MAGAZINE (ISSN: 1366-6266), priced £3.99, on a regular basis. 64 MAGAZINE is published 13 times a year.

Production and Distribution

Scanning/Prepress Liam O'Hara, Dom Eddy Circulation Manager

national License Manager Catherine Blackman

Customer Services Manage

Chiefs

Production Director Jane Hawkins Advertising Director Peter Cleal

ation and Marketing Director

Editorial Director Damian Butt

Art Director Mark Kendrick

Distributed by

ISSN 1366 6266



ber of the Audit Bureau of Circulation

